MORTAL KOMBAT II

EXCLUSIVE 16-PAGE REVIEW GUIDE!

MORTAL

MORTAL KOMBAT II

1-2 PLAYERS

24 MEG

GAME TYPE
BEAT EM UP

PRICE TBA

BY ACCLAIM

RELEASE SEPTEMBER

OPTIONS
CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 6
RESPONSIVENESS: EXELLENT
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE
BEAT FIFTH FIGHTER

ORIGIN
The follow-up to Acclaim's highly successful Mortal Kombat conversion, featuring more moves, fighters and backdrops.

GAME BREAKDOWN

ORIGINALITY
REFLEXES
CHALLENGE
ACTION
STRATEGY

GAME AIM
Select your combatant from the twelve on offer and fight your way to a confrontation with the evil Shao Kahn.

▲ *Baraka's attack failed as Kung Lao realised his face was undone.*

▲ *Excuse me, sir, you've got a fly on your chin. Here, let me get it...*

KOMBAT

▲ *The hitherto unseen 'Statues' sub-game, demonstarted here by Jax.*

The Shaolin Tournament is an annual event which, until the events of last year, had gone largely unnoticed. Fighters from all over the world travelled to the East for a chance to prove their superiority for no other purpose than the glory which winning brings. However, a new sponsor took the reigns of last year's tournament, and the course of human history was altered irrevocably.

Later stories recount how the seemingly harmless sponsor Shang Tsung was, in fact, an evil warlord from another dimension, set to eradicate Earth's most powerful fighters in order to leave the planet helpless against a proposed invasion. It transpires that Tsung and his four-armed sidekick, Goro, had been sent by the leader of the inter-dimensional 'Outworld' to unleash chaos upon the Earth. However, one of the Earth fighters, a martial arts expert called Liu Kang, killed Goro and defeated Shang Tsung in combat. Before Kang could deliver the death blow, though, Tsung disappeared through a dimension gate to his Outworld home leaving the tournament in complete disarray.

Needless to say, on hearing of Goro's death and the resultant scuppering of his plan, Kahn was furious. Begging for a chance to redeem himself, Tsung offered to organise another Tournament, bringing the greatest Earth fighters to Outworld to fight against Kahn's finest. Kahn agreed, seeing the logic behind Tsung's thinking, but decreed that Tsung too must fight to make up for his past mistakes. As such, the six greatest Earth fighters find themselves 'welcomed' by Kahn and his six unearthly entrants. As before, the rules are simple: fight to win. Winner takes all — including the loser's life...

DON'T BE SUCH A BABY

So, what's all this Babality and Friendship stuff, eh? Well, just as a series of button presses initiate a Fatality move when the second round has been won, a similar system allows the player to either reduce their opponent to a child (Babality) or give them a present of some sort (Friendship). Set routes must be taken for each, though, with the victor using only kicks in the second round in order to pull off a Babality or Friendship move.Similarly, the distance between the two sprites is essential if the move is to be pulled off.

BACK TO BASICS

If you're new to the Mortal Kombat experience — and we find that very hard to believe — here's a quick guide to the basics of fighting in the Outworld. Having selected your combatant from the twelve on offer, the players are dropped into one of the game's fighting locations with their respective energy levels shown at the top of the screen. Each bout must be completed within the 100 seconds time-limit, and the combatants are armed with a series of punches, kicks and special moves, all of which are effected via a sequence of joypad commands. On winning the second bout to clinch the battle, the winner has the option of killing his opponent using a 'Fatality' which is again effected using complex button presses. If a fighter fails to defeat the other within the allotted time, though, the one with the most energy remaining is declared the victor.

The mutant leader of Kahn's Outworld army, Baraka is a nomad of the planet's wastelands. He personally lead the troops who stormed Liu Kong's Shaolin home and forcibly dragged him to the Outworld for the return match, and rates as Kahn's most trusted ally.

BARAKA

SPECIAL MOVES

DOUBLE KICK

BLADE SWIPE

BLADE FURY

BLUE SPARK

FATALITIES

DECAPITATION

BLADE LIFT

BABALITY

FRIENDSHIP

JAX

FATALITIES

HEAD CLAP

ARM RIP

BABALITY

FRIENDSHIP

Jackson Briggs rose the to the top of the pro wrestling circuit and his strength was so impressive his reputation made it as far as the Outworld. As with most wrestlers, he sees the tournament as a chance to show of and display his posing prowess.

SPECIAL MOVES

SUPER SLAM

EARTHQUAKE PUNCH

GOTCHA GRAB

ENERGY WAVE

BACK BREAKER

SCORPION

Killed in a past tournament by Sub-Zero, Scorpion has returned from the grave intent on revenge. With him he brings a rather neat line in mid-air throws and his teleportation powers which leave a suitably spectral image in his wake.

SPECIAL MOVES

SPEAR

DECOY

SCISSORS KICK

AIR THROW

FATALITIES

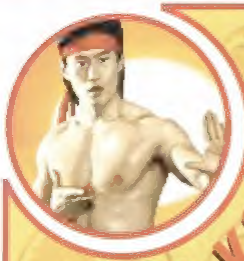
FIRE BREATH

HACK'N'SLICE

BABALITY

FRIENDSHIP

Never heard of



According to the guys at Midway's development centre, Kang was the hero of the first game who eventually repelled Tsung. Annoyed he missed his chance to kill off Tsung, he arrives on Outworld ready for a second crack of the whip.

LIU KANG

SPECIAL MOVES

STANDING FIREBALL

CROUCHING FIREBALL

FLYING KICK

BICYCLE KICK

FATALITIES

WHEEL KICK

DRAGON

BABALITY

FRIENDSHIP

KITANA

FATALITIES

KISS OF DEATH

FAN CHOP

BABALITY

FRIENDSHIP

A once trusted member of Shao Kahn's personal guard, Kitana has been seen deep in conversation with one of the Earth fighters. As such, her entering the tournament is a double-edged sword. If she loses, she is out of the way — if she wins, it can only do Kahn good. Supposedly...

SPECIAL MOVES

FAN TOSS

FAN SWIPE

SPIN FAN LIFT

SQUARE WAVE PUNCH

SUB-ZERO

The mysterious icy assassin returns vowing once more to ensure good wins through. He fell at the last hurdle when it came to disposing of Tsung, but now wants to get his frosty mitts on Kahn and do the job properly.

SPECIAL MOVES

FREEZE

GROUND FREEZE

SLIDE

BABALITY

FRIENDSHIP

FATALITIES

SUPER FREEZE

ICE BOMB

Following the rumours regarding her sister Kitana's possible treachery, Kahn has ordered Mileena to keep an eye on her sibling for any sign of an uprising. But will family loyalty win through?

MILEENA

SPECIAL MOVES

TELEPORT KICK

ROLL ATTACK

SAI TOSS

FATALITIES

EATEN ALIVE

SAI DICE

BABALITY

FRIENDSHIP

RAIDEN

FATALITIES

ELECTRIC CLUTCH

POWER UPPERCUT

BABALITY

FRIENDSHIP

The god of thunder has been watching Shao Kahn's plans from his sky-based domain, and has warned the rest of the Earth fighters of Kahn's bid to throw the Universe into chaos. To be sure that good will win through he feels his participation in the tournament is essential.

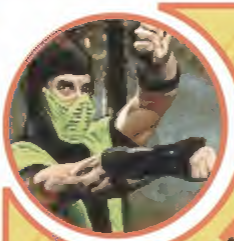
SPECIAL MOVES

LIGHTNING TOSS

TORPEDO

TELEPORT

SHOCKER



Seen lurking in the background during the first game, Reptile has entered the big time as he joins Kahn's band of mutant good-for-nothings. His favoured fight scene is his natural forest habitat, and his recent addition to Kahn's ranks means he has a lot to prove.

REPTILE

SPECIAL MOVES

ACID SPIT

ORB

SLIDE

INVISIBILITY

FATALITIES

INVISIBLE KILL

TONGUE LASH

BABALITY

FRIENDSHIP

JOHNNY CAGE

Hollywood star extraordinaire, kick boxing king, Johnny couldn't resist the chance to show off his new moves. This time round, he's faster and boasts a new projectile throw.

SPECIAL MOVES

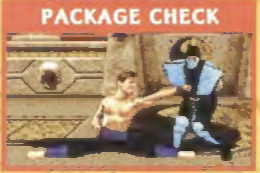
HIGH BALL TRAIL

SHADOW KICK

LOW BALL TRAIL

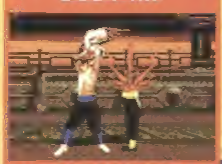
SHADOW UPPERCUT

PACKAGE CHECK



FATALITIES

BODY RIP



UPPERCUT DECAP

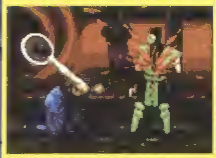
BABALITY

FRIENDSHIP

KUNG LAO

FATALITIES

SIAMESE CUT



HAT DECAP

BABALITY

FRIENDSHIP

CHAR JEUX

Freshly regenerated into a youthful new form, Tsung has a lot to do to make up for his mistakes in the last tournament. Thankfully, he has managed to retain his shape-shifting skills, which should make his task a little easier.

SPECIAL MOVES

MORPH INTO ANY CHARACTER

FATALITIES

BODY POSSESSION

SOUL SNATCH

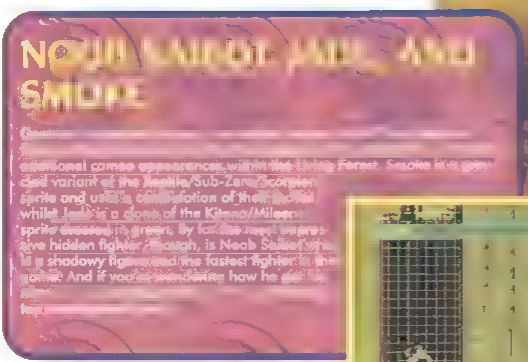
FRIENDSHIP

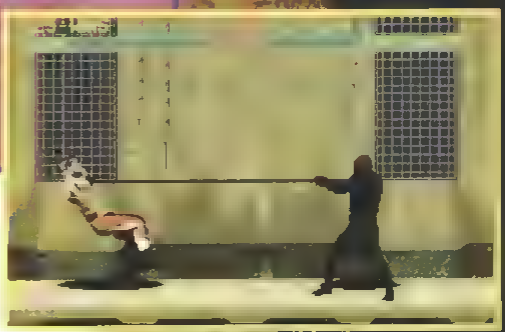
BABALITY

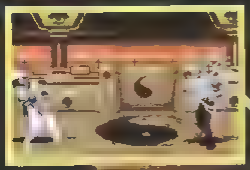
COMMENT

The coin-op conversion reaches its ultimate form, as Probe and Acclaim recreate every aspect of the MKII coin-op lack, stock, and barrel for the Megadrive. Forget the dull original with its minimalist gameplay, Mortal Kombat II has learned from its mistakes and the result is a game which knocks Street Fighter out of the way to secure its place at the top of the beat 'em up pile. Whether you're a fan of the coin-op or not, MKII is one of the most playable beat 'em ups available. The assorted special moves are a mixture of the simple and the tricky, but after a while they become second nature — the sign of a good fight game. Similarly, the much-hyped Fatalities, Friendships and Babalities are a nice bonus, and add a feeling of satisfaction due to the skill and timing necessary to pull them off. In terms of graphics and sound, this is as close to the coin-op as is feasibly possible. The sprites are large and well animated, and the backdrops are inch-perfect recreations. Such similarity to the coin-op has extended to the gore, too. For me, the blood was little more than a crap novelty in the original, but MKII uses it to better effect and its inclusion rounds off a perfect conversion. I could go on praising MKII until the cows come home, but I really cannot stress enough what a superb game it is. For once, you can believe the hype: MKII is bigger, better and faster than all the rest. Toasty!

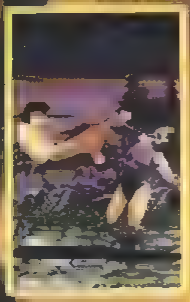
STEVE







Rayden does his best Spiderman web-slinging impression.



COMMENT

Mortal Kombat II is a perfect example of how things have moved on in the last two years. Back when everyone was just getting their Megadrives, inexact conversions with dodgy graphics and sound were par for the course, and accepted as long as the spirit of the game was present. With MKII, Acclaim have indicated they are happy with nothing less than a perfect rendition. In every aspect, from graphics and game mechanics, to hidden features and (almost) sound, this recreates its arcade progenitor. In its own right it's exceptional fun. The new special moves are much more classy than those of MK and each of the endless range of finishing moves are all worth seeing (though achieving some would try the patience of a saint). The game plays at just the right pace, between tactical and frenzied, and the game presentation sets high standards The most striking difference between this and Super SFII is that this is sufficiently different from last year's Mortal Kombat to be worth buying. The same cannot be said of Super SFII in relation to SCE. But I must add that I still regard the Streetfighter II game to be superior, with its stronger characters and repertoire of moves that really suit each one. That doesn't stop me raining down plaudits on magnificent Mortal.

TOASTY!

Every aspect of [illegible] coin-op has been [illegible] in the conversion. Indeed, the two [illegible] sprite versions appear in the better right-hand corner to praise particularly good [illegible]. Originally [illegible]

[illegible] and a crude [illegible] of the programmers' [illegible] appeared instead of the original [illegible]. However, a [illegible] meanies was reached by using a black and white sprite instead.

GRAPHICS

94

▲ Virtually arcade perfect, with every move and backdrop recreated. Similarly, although the animation has been trimmed slightly, the difference is negligible.

SOUND

92

▲ Crisp samples lifted from the original PCB, and a variety of different tunes and intro ditties.

PLAYABILITY

95

▲ More characters means more to learn, and MK2 proves far more instinctive to play than its predecessor. A doddle to pick up, and immense fun.

LASTABILITY

93

▲ The twelve fighters take some mastering, and even then it'll be ages before you master all the Fatalities, Babalities and Friendships. Satisfaction guaranteed.

VFM

93

Although the price had yet to be decided at the time of writing, this is a virtually arcade-perfect conversion and, as such, well worth considering.

OVERALL

94

A simply stunning conversion which recreates all the playability and feel of the coin-op. A classic beat 'em up which outdoes Rye and the Street Fighter clan by far.

1-2 PLAYERS

4

GAME TYPE
BEAT 'EM UP

PRICE £29.99

BY ACCLAIM

RELEASE SEPTEMBER

OPTIONS
CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS:
RESPONSIVENESS: GOOD
GAME DIFFICULTY:
MEDIUM

1ST DAY SCORE
BEAT OPPONENT 3

ORIGIN
A truncated version of the most popular coin-op in the UK at the mo.

GAME BREAKDOWN

GAME AIM
Pick one of eight characters and fight your way through to Shao Kahn.

MORTAL KOMBAT II

MEGA GAME

Whilst the Game Gear version of MKII uses the same plot as its Megadrive cousin, due to memory constrictions things have been trimmed a little. To cram the coin-op into the relatively humble little handheld, Kahn has agreed that the tournament should be limited to eight entrants, with the likes of Baraka, Kung Lao and Rayden taking a well-earned break.

As such, four warriors from the side of good, and another four to fight Kahn's corner have congregated for this mini tournament, bringing with them most of their special moves. With no further ado... Fight!

Shao Kahn takes a bloody revenge.

MEET THE TEAM

Obviously, the Game Gear was never going to produce an arcade-perfect conversion of the memory-intensive coin-op, but Probe have managed to cram at least half of the arcade game's moves into the conversion. Each fighter enters the battle with most of their special moves intact, and a Fatality at their disposal. Sadly, the Friendship and Babality moves had to go, but here's a guide to who's in and what they can do

LIU KANG
FLYING KICK, BICYCLE KICK, FIREBALL (HIGH AND LOW)
FATALITY DRAGON

MILEENA
TELEPORT ATTACK, SAI TOSS, ROLL ATTACK
FATALITY EATEN ALIVE

SUB ZERO
FREEZE (HIGH AND LOW), SLIDE
FATALITY FROZEN UPPERCUT

REPTILE
ACID SPIT, ORB, INVISIBILITY
FATALITY TONGUE LASH

MBAT

GUS

The Game Gear version of the original Mortal Kombat was sadly overshadowed by its Megadrive counterpart, even though it was even more impressive as a programming achievement. Hopefully this incredible sequel will receive more recognition. The eight characters respond brilliantly, and their moves look as fantastic as the 16-bit version. This has to rank as one of, if not THE, coolest handheld titles of all time.

STEVE

Unlike the Megadrive version, the original Game Gear MK deserved all the praise it received. This time, however, Probe have managed an even tighter conversion which, unbelievably, crams in most of the coin-op's fancy touches. In addition to the eight fighters, Game Gear MKII also contains the hidden fighters, a superbly-animated Kintaro and a selection of the best special moves. Similarly, even on a small screen, the Fatalities are extremely impressive — and easier to pull off, too! This is a stunning conversion, and Game Gear owners should ensure they procure a copy as soon as possible.

"Come here and fight!"

KITANA
FAN TOSS, FAN LIFT, FAN SWIPE
FATALITY EATEN ALIVE

JAX
ENERGY WAVE, GOTCHA GRAB,
BACK BREAKER, EARTHQUAKE
FATALITY ULTRA SLAM

SCORPION
SPEAR, TELEPORT, SCISSOR KICK
AIR THROW
FATALITY FIRE BREATH

SHANG TSUNG
FIREBALL, MORPH
FATALITY SOUL STEAL

GRAPHICS 92

Large and well-animated, with [illegible] next feature.

SOUND 90

Surprisingly good tunes, and — gasp! — recognisable digitised speech!

PLAYABILITY 93

Stonkingly playable. There isn't a handheld beat 'em up to touch it.

LASTABILITY 92

Slightly easier than the Megadrive version, but the later characters get real tough.

[illegible] 94

An amazingly close [illegible] conversion.

OVERALL 93

An impossible conversion pulled off perfectly. The best handheld game in ages.

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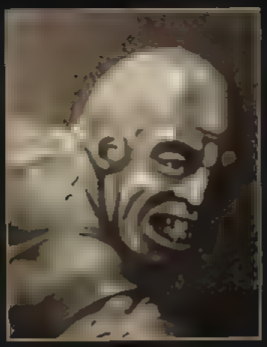
It's time to

NAVVIE



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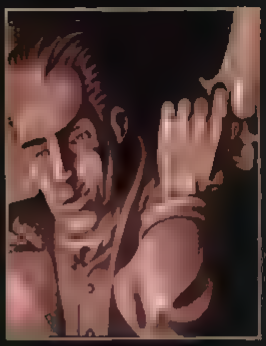


GENTLEMAN

take apart monsters

take apart deadly hordes

To take apart

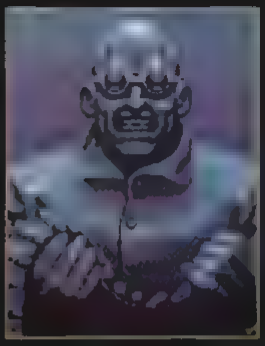
THE CHAOS ENGINE

FOR THE SUPER NES

take a part

BRIGAND

SCIENTIST



LIEUTENANT

take apart ghouls

take apart armour-plated fighting machines

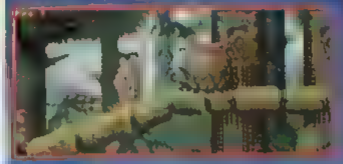
The Chaos Engine

AND THE MEGADRIVE

MICROPROSE

COVER STORY 16

The Flintstones in the 1994 summer blockbuster movie, and Sony have stepped into produce a game based on John Goodman's aspect as Fred. Needless to say, we saw it first, and are ready to bring you the full lowdown inside...



PREVIEWS

BALLZ 42

Acclaim unveil a game where you can get away with hitting someone in the crotch without being sanctioned! Basically, because the fighters are made up of spherical objects. Like a few people we know...

ANIMANIACS 42

MEGA SWIV 44

A conversion of a crumbly old Amiga game. What next, Mega Jet Set Willy? Our

REGULARS

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NEWS 8

We've just flown back from Chicago — boy, are our arms tired (Rotatoria)! Yep, it's CES time again, where the software industry unveils its wares for the coming months. Join us as we reveal the hottest games at the show. Oh, and Akira Yuki is up apparently.

PAUL'S TIPS 48

Paul auditioned for the part of an extra in the new Pierce Brosnan James Bond film, you know. So when you read the credits, keep an eye out for 'Sad Wanamba Connery (3rd From Right).' Fame at last...

MEAN YOB 88

After many galactic battles have been fought, Yob's mercenaries have returned to Sega all of the many bonuses we've won and disadvantaged. Back to them you? He surely is...

Q&A 92

It has been said that [illegible] everything and [illegible] questions especially unfunny ones. Honestly, people are always asking what a big-headed knave-ell he is...

MEGAMART 96

It may not have Mark selling veg and Kath's cats offering big sausages to each on, but our very own Megamart does give you the chance to display your wares at a very reasonable rate...

NEXT MONTH 98

Next month, it's very likely we'll be looking at some brand new games for the assorted Sega systems. Yep, I'd say that was very likely indeed. What did you expect? Mystic Meg

REVIEWS

MORTAL KOMBAT II (16-PAGE REVIEW GUIDE)

We really like this. We do. It's ace. It's got all the fatalities, finishing moves and friendship moves. And everything. Have a quick peek at our full 16-page review in the middle of this very mag. We're dead proud of it...

SUPER STREET FIGHTER 60

Sorry, don't know anything about this one. Sorry.

SHINING FORCE II 72

MARIO ANDRETTI RACING 84

NTENTS

SUPER STREET FIGHTER IS HERE!

YOU'VE MET THE 'DIRTY DOZEN', NOW GET TO GRIPS WITH THE AWESOME FOURSOME.

FEATURES

DOGGERMAN 24
Interplay's latest platform hero is [illegible] and [illegible]

CANNON FODDER 28
'War, war is stupid, and people are stupid...' So sang Boy George in one of his... er, meaningful songs. Sensible Software and Virgin agree and this game of out-and-out carnage proves it. I think.

DINO RACER 32
Racing — with dinosaurs. I think our exclusive first look should give you the general picture.

REBEL ASSAULT 66
May The Force Not Be With You! The most eagerly-awaited Mega-CD title of all time is here, and we've had first crack at it. Say, why not read what we think of it...

FIFA CD 82

STAR WARS CHESS 83
Animated chess starring Star Wars characters no less. Soon to be followed by Doctor Who Ludo and Mister's Space Invaders. I'll be honest.

[illegible] 80
[illegible] Mega CD demo and bring a tennis [illegible] title. If it's good enough for chain-smoking squash royalties, it's good enough for mammals whose paw looks like carrots.

ASTERIX 76
Yes! Yes! Yes! It's a Master System game! Hoorah, sound the bells! What? It's crap? Damn.

X-MEN 78
Men in tights for your Game Gear? A scientific impossibility? Not if Acclaim are to be believed.

EDITO

WHODUNNIT

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[illegible]
Employees of [illegible] EMAP [illegible] competitions. Editor's decision [illegible] no funny way to influence [illegible] is a fact... I want a [illegible]

GREAT UNANSWERED QUESTIONS OF OUR TIME: Nos 8 and 9. Oh, and 10.
8. What [illegible] picked the solo for [illegible] Guns be really [illegible] painted on the back?

DINOSAUR'S MESSIAH
[illegible]

STEVE

Since [illegible] particularly stressful issue this month, but I won't begin to bore you with the details — let's just say pulling off every one of Mortal Kombat II's Fatality, Babality and friendship moves for your delectation caused more than a few grey hairs! Still, the efforts have been worth it, and this month our unrivalled Mortal Kombat II coverage reaches the review stage and receives the full MEAN MACHINES treatment within our collectable 16-page pull-out. Also in this issue is Super Street Fighter, and fans of Cammy and co. should be more than chuffed with our 6-page review. Finally, the first thing to hit you will be an extensive CES report, indicating what's to appear in the future — and some of the new 32-bit stuff is nothing short of stunning. But more of that next issue. See you then, me ol' muckers...
STEVE

NEWSFLASH: CHOCOLATE FELONY!

Readers following Claire's chocolate valley where we stick her confectionery consumption on our wall, will be dismayed to hear that she is not playing fair. There have been numerous flagrant eatings of bars while disposing of the wrapper evidence. Action will be taken against these outrages!

BRIGHTON ROCK!

Update on our sojourn to Brighton last month. As you remember we promised to be on the Brighton Pier on a hot July Saturday offering Konami goodies to anyone bold enough to demand them — and you did! Gus was accosted by numerous hopefuls brandishing copies of the mag (despite him having grown a cunning beard of disguise and eating donuts all the time). The result? Five happy gamesters and the pics to prove it. But stem those tears as MEAN MACHINES will be riding out again — to Blackpool this time. Both Steve and Gus will be on the pier on August the 13th (a Saturday) armed with more games and goodies. The same rules apply: accost us whilst holding a copy of the mag and walk away with a Sony freebie. See you then.

"Your name's Gus Swan and I claim my copy of Castlevania..."

▲ *A not at all staged photo taken deep in Brighton. Last month somewhere.*

EDITORIAL

GOURMET DELIGHT

People often ask us where we go to eat (well they don't, but they could). So here's a quick guide to the MEAN MACHINES Good Grub awards.

ZAK'S

World renowned chicken/tuna pasta (and two slices crusty, please!) and the biggest range of all-day breakfasts outside, er, BreakfastWorld. Cozy table-sharing arrangements. Sadly, Zak sulks a bit if you don't go there every day..

REGIS SANDWICH BAR

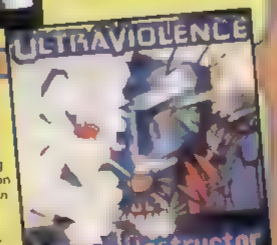
Exceptional performance in the realm of white bread sandwiches. Halves or quarters at your discretion. Close to the tube for your convenience.

STUDIO

Life-saving breakfast service in masterful Marmite-on-toast excellence. Italian flair when it comes to lunchtime pasta. Place for coffee meetings.

THE VINYL INSULT (PT3)

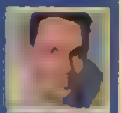
CDs seem to have become a bit of a thang in Editorial. So for we've had Dennis Seaton (ex-Musical Youth) and Indian crooner John Trudell. Now Earache records present Ultraviolence and their debut 'Life of Destructor'. And boy is it bad. Apparently inspired by video games it has charming track titles like 'Digital Killing', 'Death Of A Child', 'Hiroshima' and er 'Joan'. Each is a selection of rattling noises, wailing and banging. Sounds like the council digging up the road outside your house. NT Pont



THE KIDS FROM FAME

The Kids muse on things they would like to have invented, and how the world would have been very different if they had...

STEVE MERRETT



Humble to a fault. Keen to [illegible] musical. "I would invent the plastic bits on the end of your laces that stop them fraying," enthused Steve. "Aren't they just the best? Think of the amount of laces we would get through without them. And I'd also add a magnet, so you wouldn't even need to tie them. And I'd invent the velcro shirt, too, with arms that come off easily for hot summer weather."

CHOICE GAMES: NARC, Virtua Fighter

LUCY HICKS

Lucy is unique amongst the team by thinking of an invention yet to be invented. "I think it's possible to make a personal flying suit using helium. I dream about it quite a lot, actually. It would have to be tight black rubber, probably, to be airtight(!)." Lucy's boyf, Chris, came up with these keyrings-with-combat-knife idea years before it became reality. "Ours would be special, with REAL weapons attached: real bazookas, real machine guns and a three-[illegible] hunting knife included.

CHOICE GAMES: Wolfenstein, Micro Machines 2, Dune II

OZ BROWNE

The confident figure of Oz Browne seeks the Space Shuttle as his ultimate invention — only the most complex device in the history of human engineering! Oz has noticed a crucial weakness in the current design. "Don't you always notice how the hiss keep falling off? It's obvious that the gravity isn't strong enough, or they're getting some sawdust in to stick them on. I'd definitely use some wipe-clean [illegible] to avoid all that nonsense."

CHOICE GAMES: MK II

ANGUS SWAN

"I have a great admiration for the inventor of the flush toilet, Thomas Crapper (it's true!)," says Gus. "But I think I would improve on his invention by making those push-button ones easier to use, because let's face it, they ain't gonna flush on the first attempt, and you get besieged in the toilet with embarrassment. I'd also invent the sound-sensitive fan, which responds to a handclap — like those alarm clocks".

CHOICE GAMES: Shining Force II, X-men CD, Super SFII

CLAIRE COUTINHO

"I wish," says Claire with a wistful look on her face, "that I had been the first to discover chocolate. I would have been Coutinho the Adventurer, bringing Mars bars and even chips with a Southern-style cooking back from the New World. I would then go on to invent the no-zit-free Mars bar, which would also have a button on the wrapper to make it invisible to wearers."

CHOICE GAMES: Shining Force II, Rebel Assault

PAUL RAYNOR

The commander in the modern comedy for Paul would like to have been responsible for [illegible] would have made them glow in the dark. Cunningly, even the fans cover would have a letter of the alphabet on the other side, to convince people it really was the crunch-aaaps chocolate pills. I would also remove the red light that tells people you are filming, and I would lie in wait to film for the Sun and News of... (enough already!)

SUMMER CES

Hello! Richard Leadbetter here. You might remember me, I used to be editor of this fine Sega-related tome until I moved onto the equally decent SEGA MAGAZINE. Still, enough of this banter — you want to know about the latest CES Show; what was good, what was bad and all of that. You want the hottest news from Chicago.

First of all, pa ned though I am to say it, Nintendo practically owned the show for two reasons. 1. Sega didn t have a stand as such (a small room in the basement was all we got!) and since just about every third party was in Nintendo s enclosure, they weren't allowed to show Sega gear. 2. Nintendo s Super NES Donkey Kong Country game is basically brilliant and was definitely the best game at the show, period. Still, there was plenty for Sega owners to get excited about, including the first public showing of the 32 bit Megadrive upgrade, now known officially as the Megadrive 32X. Sounds interesting? Read on.

MEGADRIVE 32X: FIRST SHOTS!

A pretty enormous Megadrive 32X development kit was in evidence at the CES Show. Imagine a tower PC, widen it about three times its length, put a little Sega sticker on the front and that's what it looks like. So what have coders managed to put together so far on this system? Well, you've probably looked at the pictures already. Now don your sturdiest incontinence underwear and read this earth-shattering text. What's more we have even more lined up for the next issue..

GOLF'S GREATEST 36 HOLES

Julian Rignall (another ex-editor of MEAN MACHINES) was telling me how great this game is supposed to be, and once I got hold of this picture, my breath was well and truly taken away. Since golf is a pretty static game, the full graphica might of the 32X can be used to create visuals just like this. We're really looking forward to this one.

METAL HEAD

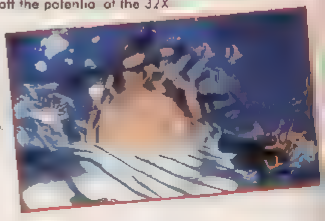
A text[illegible] increa[illegible] is less[illegible] pictu[illegible] the v[illegible] variou[illegible] with [illegible] one v[illegible] feed[illegible] wait[illegible] at the two SH2s, which ex[illegible] the gam[illegible]

STAR WARS ARCADE

Some early development shots. This is already looking good, but according to our source at Sega of America, there will be more colours, more polygons and a greater turn of speed. How? Apparently up to a few weeks ago, developers only had kits with one of the SH2 chips installed. Now they can really get to work. Still, what was on show was pretty impressive already.

SHADOW OF ATLANTIS

Shadow of Atlantis shows off the potential of the 32X for some incredible FMV action, when combined with the Mega-CD. One to look out for, methinks. Having seen it in action, it reminds me of SegaQuest DSV. We'll have some more coverage soon.



What on earth is this? Don't ask me, I ain't got a clue...

'94: FULL REPORT

VIRTUA RACING DELUXE

Again, a very early demo. Original coin-op colours AMZ are once again handling the development chores. [illegible] SVP game. At the moment the game looks quite similar to the SVP version, but with a richer texture to it. It's a bit smoother and has more colour. The trees are currently [illegible] a lot more detail to each track. We expect the finished version to be

DOOM

Despite some rumours saying that 32X Doom has been scrapped, Sega of America did their best to scotch this unsubstantiated slander at the CES. This is their vision of 32X Doom. At the moment, the actual game is under wraps. Expect less levels than the PC version, but smoother in-game action. Apparently this should be out by November. Perhaps someone should tell the programmers as according to Emails they've posted on the Internet they haven't started it yet... Jeepers. A bit frightening when you consider that it's coming out in November!

ECCO TOO?

Nope! However, Sega of America put together this demo showing the full-motion prowess of 32X, redigitising the intro from Ecco CD. Looks pretty good eh? Gone are the days of grainy Mega-CD full-motion video. This demonstration was more than a match for the digitised full-motion Jaws and Star Wars demos running on the Atari Jaguar stand.

ACCLAIM ANNOUNCE 32X PRODUCTS

We've already revealed that Acclaim are intending to bring Mortal Kombat II to the 32X, but we have also found about another few titles in development. First up, there's Alien Trilogy... a game based on the "monster" series of films. Also, you can expect to see a specially extended version of NBA Jam coming your way. Another title due to appear (which hasn't been officially confirmed yet) is Batman Forever. This game is appearing first in the arcades, using Sega's arcade Titan technology. Converting to 32X from Titan shouldn't pose that much of a problem.

OTHER 32X TITLES UNDERWAY

It's [illegible] but being the rebellious chap I most certainly am, here's a [illegible] your way.

SUPER [illegible]
More [illegible] classic [illegible]

TEMPO
A musical [illegible] behind Tempo. The new 32X sound chip pumps out top-notch [illegible]

SUPER [illegible]
Speaks for [illegible] original [illegible] facilities.

STELLAR [illegible]
No details released at all about this one so far. Although [illegible] lookalike [illegible] check it out!

SUPER [illegible]
See Super Space Harrier.

CYBER [illegible]
Virtua Fighter ISN'T (repeat, ISN'T) coming to 32X, despite rumours from Sega to the contrary. Instead we're getting [illegible] robots.

COLLEGE [illegible]
Nope. [illegible] the name [illegible] going to be.

MIDNIGHT [illegible]
Imagine [illegible] ting close to what this CD-specific 32X title is all about.

SURGICAL [illegible]
It's a [illegible] known.

WIREHEAD
See Surgical Strike.

FAHRENHEIT [illegible]
Consider [illegible] released [illegible] this one. Gun, Fahrenheit is the Backdraft equivalent.

BEST GAME OF THE SHOW?

Choosing which Megadrive game was the best at the CES show is a bit of a tall order Perhaps because the amount of decent 16-bit Sega games on display could be counted using the fingers of just one hand

The best game was from the same people who developed Sub-Terrania — German coders Zyrinx Hard Wired is the name of their new epic, although it was also known as Commando Raid at the show for some strange reason not fully understood by scientists. or journos for that matter

The game features incredible presentation (FMV in a cart? Yes!) and is basically split into two sections The first is an overhead helicopter bit which (another first here) features polygon graphics and texture mapping! This is used to depict the very realistic landscape (and no SVP chip either)

The second section is a Gauntlet-style bit with incredible perspectives and calculated shadows It looks as good as it plays and is basically ace

No news on any official UK release yet, but it's inevitably going to appear when we're dealing with a game of this quality

SEGA INVEST IN ROCKET SCIENCE

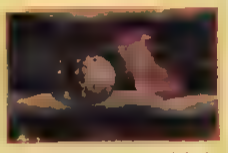
From that headline, you'd think that Sega have set themselves up in competition with NASA. Which they haven't What they have done though is to invest heavily in a talented team of individuals who are pushing back the boundaries of graphics. "bringing Hollywood and Silicon Valley closer" They're promising to bring a new generation of games to Mega-CD Check out those graphics Should be something special, especially if 32X CD versions appear which is a strong possibility As well as Mega-CD versions, Sega are also going to distribute the PC CD-ROM versions of these games in an all-new venture Crikey You just can't stop those Sega people can you?

ECCO IN CES DEBUT

Ecco II debuted at the CES, raising more than a few eyebrows with its smart graphics, super-smooth gameplay and suchlike. Basically, the alien Vortex from the first game has made it to Earth and is again intent on domination of the cosmos Enter Ecco, who must track down the Vortex and destroy it for good Helping him out is his new mystical morphing ability, which enables him to change into other creatures, including a gull, which allows him to fly about!

VIRGIN'S LION KING LOOKS GREAT

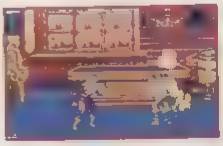
Another contender for Game of the Show, although not too much was shown of the game, was the Megadrive version of The Lion King Westwood Studios (of Dune II fame) are performing the coding chores, and let's just say that this game is looking extremely hot. There's some stunning animation and gorgeous graphics with loads of variety in the game, too. There's a 3D buffalo stampede section that looks especially brilliant Examine these screenshots and rest assured, for we'll have more soon Sega are certainly impressed by The Lion King, as they're producing a Megadrive pack at Christmas bundled with the game. Huzzah!



CAPCOM HAVE A PUNISHING SCHEDULE

Located within the Nintendo enclosure, Capcom were unable to show any Megadrive games at all However, we did "get wind" of a couple of very exciting projects

One that you may have heard of in our Gossip Column is MegaMan The Wily Years a compilation of the first three NES MegaMan games That should be a brilliant game



Next up is a conversion of an aging Capcom coin-op The Punisher It's sideways scrolling Final Fight action for one or two players, featuring both the Punisher (obviously) along with fellow Marvel hero, Nick Fury Here's a pic of the game in action. Are we nice to you or what?

SAMURAI SHODOWN FOR MEGADRIVE!

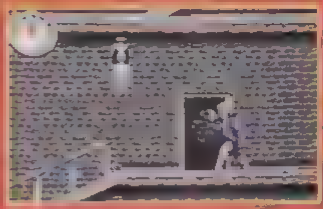
Although it hasn't been officially announced yet, it seems almost certain that Samurai Shodown is heading for the Megadrive and Game Gear. A Mega-CD version, being released by Sony, has already been announced. This brilliant one-on-one beat 'em up, originally released on Neo Geo, gave a new lease of life to the tired Streetfighter II genre with many new features, including weapons for a lot of the characters! Expect to see a near perfect conversion for the Megadrive, minus the sprite scaling.

SUPER STREETFIGHTER IN GAME GEAR SHOCKER!

Yes, you did read that headline correctly. Capcom have dropped strong hints about producing a version of Super Street Fighter II for the Game Gear. No release dates or cart size specs have been announced as of yet, but we'll keep you posted.

JUSTICE IS SERVED

MASK 2 - THE MASK



TRUE LIES ON MEGADRIVE?

Acclaim have the license to bring Arnie's latest flick to the Megadrive. True Lies is the story of a secret agent who performs all manner of daring missions, while at the same time keeping his job a secret from everyone — including his wife (Jamie Lee Curtis). Only when the latest bad guy to come along gets "interested" in Curtis does she find out Arnie's true identity, and then the fireworks begin.

Directed by James Cameron, the movie looks absolutely terrific and should more than make up for the disappointing Last Action Hero.

The game is still pretty early on in development, with Acclaim only showing small snippets of the game in action on a monitor at their CES stand. What we saw looked like an overhead eight-way blaster in a very similar mould to the Bitmap Brothers' Chaos Engine game. We'll have more coverage in MEAN MACHINES really soon.

YET MORE WWF

Not content with WWF Wrestlemania, Royal Rumble or Rage in the Cage, Acclaim are in the process of producing yet another WWF title. We had a quick play of an early work-in-progress version on Acclaim's stand and can report that in terms of looks and gameplay, WWF Raw (as it's known)

NEW STAR TREK MOVIE: LICENSE ANNOUNCED

Oddly enough, the first Star Trek movie license announced is the Game Gear version! American company Absolute Entertainment are handling the translation. Little is known about the game, but plenty is known about the film.

The new movie is called Star Trek: Generations and starts with a scene from the Kirk period, with the captain, Scotty and Chekov launching an all-new Enterprise. The new ship responds to a distress situation where a passenger ship is caught up in a time vortex of sorts. Kirk saves the ship, but apparently dies in the attempt. Most of the movie is set in the Next Generation period, where a mad Vulcan is trying to master the vortex. Picard enters the time disturbance and teams up with a very alive Kirk in order to save the universe. Sounds fair enough.

The movie is already getting a lot of attention in the US, owing to the popularity of The Next Generation. Expect to see the game appearing on ALL major gaming formats.

CES DIRECTOR

We've blown the lid off the CES this year, bringing you the hottest stories. Here's a round-up of the latest releases announced at that show, plus our comments on how the games in question are progressing.

[illegible]

HOME IMPROVEMENT
Platform number for the Megadrive based on Channel 4 series.

[illegible]

SMOKE AND MIRRORS
A Megadrive game based around the revealing comedy magic show. Mega-CD version also planned.

RAPID DEPLOYMENT FORCE
Mega-CD title based around Super Battletank.

RISE OF THE ROBOTS
Game Gear version of the stunning-looking combat game.

SUPER BATTLETANK
Game Gear 3D tank game.

STAR TREK: THE [illegible]TION
On Game Gear. Looks similar to Game Boy version.

STAR TREK: GENERATIONS
Game Gear title licensed from forthcoming Next Generation film.

[illegible]

USHIRA MONSTER TRUCK WARS
3D Megadrive truck game. Looked disappointing on Super NES.

Platform
Platformer based around great-looking new sci-fi movie.

TRUE LIES
Arnie is back! Blaster similar in look to the Chaos Engine. Megadrive and Game Gear.

WWF RAW
Game Gear and Megadrive. 16-bit version is 24MEG, with four-players on-screen at once.

[illegible]
Megadrive and Game Gear too. 16-bit version looks quite similar to the original John Madden game.

[illegible]
Megadrive title. Very little seen so far.

[illegible]

[illegible]
Megadrive title based on very successful PC game.

BATTLE
Only other new Megadrive title announced by Accolade at CES.

ACTIVISION

SHANGHAI II: DRAGON'S EYE
Megadrive version of the brilliant puzzle game. Out an import very soon.

PITFALL: THE MAYAN ADVENTURES
All new Megadrive version of the classic 80s game. Looking a lot like Flashback.

RADICAL REX
Very bizarre-looking Megadrive game of the platform variety.

[illegible]
Mega-CD version of the top-selling PC CD-ROM adventure game.

[illegible]

WHO SHOT JOHNNY ROCK?
Mega-CD conversion of laser disc coin-op.

CRIME PATROL
Mega-CD game in which you, a cop, take on the scum of society. Mad Dog style. And damn those pencil neck bureaucrats down in City Hall!

[illegible]
Star Wars meets Mad Dog in another Mega-CD shooting game.

MAD DOG II
Even more Mega-CD first person perspective shooting action.

[illegible]

VIEWPOINT*
Megadrive conversion of the Neo Geo's brilliant isometric 3D shooting game.

AMERICAN SOFTWORKS

SNOW WHITE — HAPPILY EVER AFTER*
Megadrive platformer sure to appeal to everyone, we're sure.

TROLL [illegible]*
Megadrive platformer similar to vaguely amusing Super NES version.

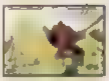
CHAVEZ II
Sports title for Megadrive. Very little revealed.

[illegible] CHAMPIONS
Bet you can't wait for this champion Megadrive fishing simulation, eh?

SKULJAGGER'S REVENGE
Out early next year. Very little known about this Megadrive title.

AMERICAN TECHNOS

[illegible]
Terrible Megadrive game about cartoon characters beating the cack out of one another.

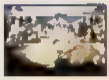


[illegible]
Megadrive platformer based on cartoons. Doesn't look too hot.

POPEYE'S BEACH VOLLEYBALL
Game Gear licensed sports game. But Popeye? Volleyball? Just doesn't seem right, does it?

[illegible]

POWER [illegible]
Reasonably successful SF1 clone comes to the Megadrive.



[illegible]

SHADOW OF [illegible]
Interesting-looking Megadrive RPG in the mould of The Bard's Tale.

[illegible]

[illegible]
Megadrive conversion still not out, but due in the Autumn.

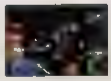
[illegible] THE WILY YEARS
Megadrive compendium of NES MegaMan titles. Should be very good indeed.

THE [illegible]
Another Capcom coin-op gets translated to Megadrive. Coin-op wasn't that hot, to be honest.

[illegible]
Megadrive conversion of classic coin-op.

PAC-ATTACK
Intriguing mixture of Tetris and PacMan. Out already on Super NES, coming out for Megadrive and Game Gear.

STARBLADE
Scaled down version of the coin-op for Mega-CD owners, looks similar to Silpheed in execution.



[illegible]

BALLZ
Imagine Virtua Fighter but with the

Y: YOUR GUIDE TO THE SHOW

main characters made out of balls. Initially quite promising, actually. One for Megadrive owners to look out for.

PLAYMATES

EARTHWORM JIM
Dave Perry almost literally does it again with another classy platform game for Megadrive owners.

[illegible] SPACE NINE
Join the crew of Deep Space Nine in a sideways scrolling adventure that looks rather promising.

[illegible]
Four-player blaster with giant robots. From the creators of Ecco the Dolphin.

PSYGNOSIS

SCAVENGER 4
Mega-CD translation of stunning looking FM Towns game.

ROCKET SCIENCE

[illegible]
Sci Fi Mega-CD full-motion video spectacular created by cutting edge pro gramming team.

CADILLACS AND DINOSAURS
More incredible graphics revealed at CES but the gameplay remains an unknown quantity.

[illegible]
More fine graphics for Mega-CD owners. Other than that, nothing announced.

SOFTWARE TOOLWORKS

AL UNSER JNR RACING*
Megadrive split-screen racing game based on Indy Car racing.

NCAA FOOTBALL
Sports game for Megadrive. One to four players. Otherwise, little is known.

MALL RATS
Nawt revealed so far about this Megadrive title.

CHAMPIONSHIP POOL
Megadrive sports title with up to eight players able to take part.

[illegible]
See NCAA Football.

STAR WARS CHESS
Star Wars characters on a chess board basically. Should be a very interesting Mega-CD title.

SONY IMAGESOFT

[illegible]
Megadrive and Mega-CD product based on the new movie put together by Kenneth Brannagh. It's a platform game.

NO ESCAPE
Daddy looking plat form game for Megadrive and Mega CD based on film.

THREE NINJAS KICKBACK
More Megadrive/Mega-CD action. A film license. Other than that, little is known.

CHAMPIONSHIP SOCCER '94
Again, for Megadrive and Mega-CD. Little seen so far.

ESPN BASEBALL [illegible]
First Mega-CD baseball simulation. Looks pretty good actually. Some very decent animation.

[illegible] WORLD RACING
Extremely dodgy Mega-CD racing game.

0532 340300
(8 LINES)

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CES NEWS

from hell - at least in this early stage in development. Hopefully, Sony will sort it out.

ESPN HOCKEY NIGHT
More ESPN Mega-CD action. On show at CES, and not looking that bad. Not in the same league as the EA series though.

ESPN SUNDAY NIGHT NFL

Basic looking Mega-CD American Football game. Madden's hasn't got much to worry about.

ESPN BASKETBALL
Still more ESPN Mega-CD stuff. One to four player action - out early next year.

EXTERMINATORS
Mega-CD. Very little is known about this at the moment.

PRIME EVIL
See Exterminators.

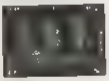
DIGITAL SOLIDITY

IRON HELIX
Very interesting strategy title for the Mega-CD. Out in the US in July, so expect a full review soon.

SEGA

AERO THE ACROBAT 2

Twice the cart capacity means loads more to see and do in this Megadrive title. Not looking too bad at all.

ZERO THE KAMIKAZE SQUIRREL

A 16MEG Megadrive platformer based around a squirrel kitted out with all sorts of weaponry and martial arts. Very interesting.

DAZE BEFORE CHRISTMAS
Utterly dreadful Megadrive game where you control both Santa and his evil twin "Anti Klaus". Aimeee!

JUSTICE LEAGUE
More SFII Megadrive action this time with the likes of Superman and Batman at your command.

SCOOBY DOO
Very interesting Megadrive arcade adventure in the mould of Monkey Island.

THE DEATH AND RETURN OF SUPER MAN
Sideways scrolling beat 'em up based on recent Superman comics series. Very much like Final Fight. Coming soon for Megadrive.

BUBBLE AND SQUEAK
Yet another extremely weird Megadrive platform game.

MYST
Adventure that PC owners have been raving about - and now it's coming for the Mega-CD. Should be very decent indeed.

TAKARA

KING OF THE MONSTERS 2

Sideways scrolling Megadrive combat game based on the Neo Geo original. Don't expect too much - the original game was crap.

FATAL FURY SPECIAL

Yes indeed - a Game Gear version of the hit arcade game - due out before Christmas. Should be interesting to compare with GG Super Street Fighter II.

SAMURAI SHODOWN
A Game Gear conversion of the incredible Neo Geo combat game. Out early next year.

TECMAGIK

SYLVESTER AND TWEETY

Graphically this Megadrive title is incredibly impressive with huge sprites and decent cartoon action. The quality of the gameplay isn't so hot.

STEVEN SEAGAL

Basing a license around Steven Seagal is a decent idea but the game itself is looking pretty dodgy at the moment.

ACCLAIM

GENERATIONS LOST

Intriguing platforming action for Megadrive. It does bear more than a passing resemblance to Flashback and X-Men.

INTERDELENTARY LIZARDS
Megadrive arcade action game for one or two players. Very little is known otherwise.

KAWASAKI SUPER BIKE CHALLENGE
Megadrive biking game coded by the guy behind Domark's F1. Will be released by Domark in this country. Looking very promising indeed.

ROAD RASH II
Game Gear conversion of the hit Megadrive title. At this stage, US Gold's Road Rash I looks a lot better.

RBI BASEBALL '94

Game Gear translation of the Megadrive game already reviewed in MEAN MACHINES.

PGA TOUR GOLF II
Another Game Gear conversion — looking a right treat from our initial viewing at CES.

THQ

TIME TRAX
Megadrive title. Little is known yet.

BASS FISHIN'
Another Megadrive fishing title for two players.

THE MASK

Dull derivative platform game based on incredible movie.

AKIRA

Adventure RPG game currently looking most dire. Scheduled for Megadrive, Game Gear and Mega-CD.

SEAQUEST DSV
Based on American show. The Super NES version looked intriguing, but little is known about the Megadrive version.

JUNGLE STRIKE
A Game Gear version of EA's hit Megadrive title.

URBAN STRIKE
Oddly, this is out at the same time as Game Gear Jungle Strike. Based on forthcoming Megadrive "biggie".

US GOLD

WORLD CUP GOLF
Graphically good-looking Mega-CD golf title.

VELOCITY

[illegible]

The cult Apple Mac game gets the Mega-CD treatment. Nothing seen as of yet.

VIACOM

BEAVIS AND BUTT-HEAD

Even if you enjoy the MTV cartoon you won't want to play this terrible platformer. Coming out on Megadrive and Game Gear.

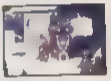
MTV SPORTS: EXTREME

A sports game licensed from a music channel? What a bizarre idea. Nothing seen on this Megadrive title as of yet, save one screenshot.

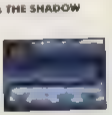
[illegible]

TOP GEAR 2

Decent Megadrive road racer for one or two players. Fast, slick and playable.

STONE PROTECTORS

Odd sideways scrolling combat game for Megadrive owners. Nothing exciting to write home about. Developed by the same coders who programmed Megadrive Jungle Book.

[illegible] ENTERTAINMENT

DOUBLE DRAGON Vs THE SHADOW FALLS

More sideways scrolling action for one or two players. Coming out for Megadrive and Mega-CD.

TROY AITKEN NFL [illegible]

Madden-esque American Football game for Megadrive and Mega-CD.

IVAN STEWART'S SUPER OFF-ROAD BAJA 1000
New Super Off-Road game with Baja cars for Megadrive and Mega-CD.

[illegible]

VAY
All new Mega-CD RPG from the makers of the acclaimed Lunar: The Silver Star. Should be out very soon now, so expect a review in an upcoming issue.

DOMANI

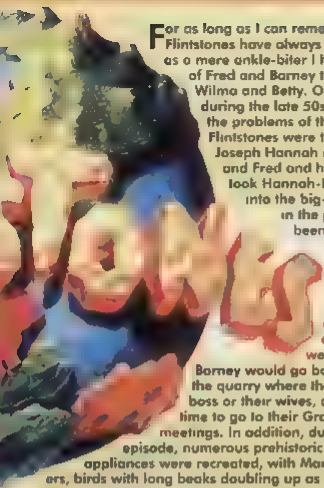
REFLECTIONS OF FASHION

Domani shoes available from Russell & Bromley, Charles Clinkard Ltd, Domani Retail Shops – also Domani at Childrens World, Jones Bootmaker, John Lewis Partnership stores, Mlwards Shoes, Gordon Scott and main Start-rite stockists. Style shown: Axe.

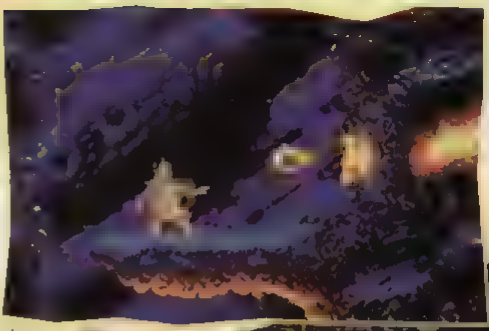
With the dino-laden Jurassic Park already under his belt

ory and, needless to say, a

story...



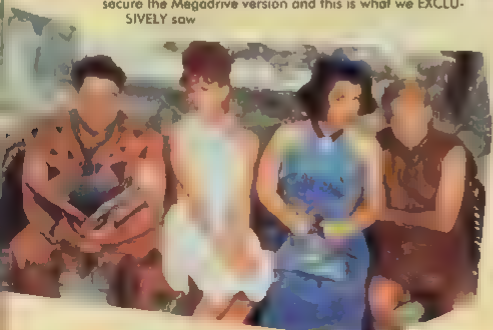
For as long as I can remember, The Flintstones have always been on telly. Even as a mere ankle-biter I have vivid memories of Fred and Barney trying to outsmart Wilma and Betty. Originally put together during the late 50s early 60s to satirise the problems of the time, The Flintstones were the brainchild of Joseph Hannah and William Barbera, and Fred and his Bedrock buddies took Hannah-Barbera Productions into the big-time. Basically, whilst in the past cartoons had been five-minute affairs which ended with one of a pursuing pair getting diced or electrocuted, The Flintstones was the animated equivalent of a sitcom. As such, week after week, Fred and Barney would go bowling, get into trouble at the quarry where they worked, upset their boss or their wives, and still find a solution in time to go to their Grand Water Buffaloes club meetings. In addition, during the course of each episode, numerous prehistoric versions of every day appliances were recreated, with Mammoths acting as showers, birds with long beaks doubling up as record players, and stone cars powered by simple foot power!



Such visual gags have been perfectly recreated in Spielberg's movie version of The Flintstones, with Roseanne's John Goodman stepping into Fred's skins. Rick Moranis playing Barney, and ILM's stunning computer graphics ensuring the dinosaurs taken for granted in the cartoon will wow cinema-going audiences. As Fred goes about his every day business, Pteradactyls act as Boeing 747's, a pig is used as a waste-disposal unit, and a parrot proves useful as a Dictaphone! The film's slim plot revolves around Fred being promoted to the Board of Slate Quarries and used as a pawn in a corrupt employee's plans. Along the way, all the usual Flintstones gang are introduced, and in typical style, Fred and Barney fall out!

▲ *"Excuse me, Mr Flintstone, could you point me towards Jurassic Park..."*

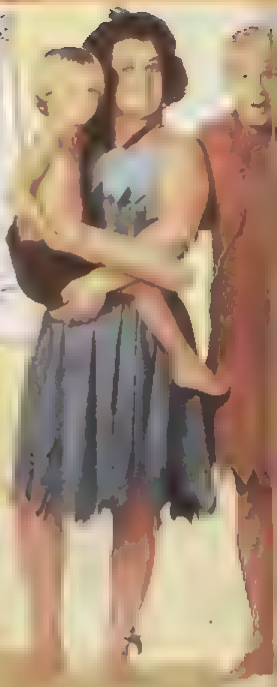
As can be expected of what is being touted as THE movie of the summer. The Flintstones is ripe for a Megadrive conversion. Ever quick with the corporate cheque book, Sony have leapt in to secure the Megadrive version and this is what we EXCLUSIVELY saw.

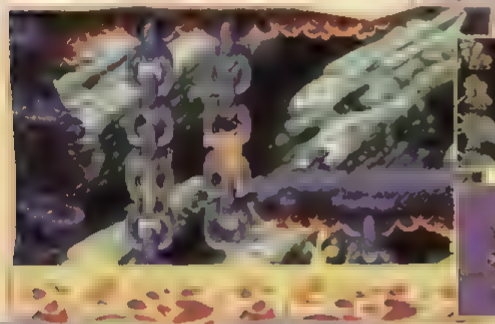


THE STORY SO FAR...

WILMAAAAAAAA!

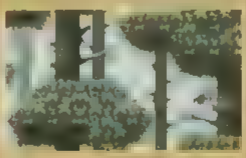
The game picks up at the end of the film, with Cliff holding both BamBam and Pebbles hostage somewhere in Bedrock. As Fred, the player jumps into our hero's Yabba-dabba-doo-ing shoes as they prepare to embark on a series of scrolling platform-laden levels. Starting at Slate's Quarry, the Fred sprite relives the cartoon's intro by sliding down a dinosaur's back, and the first stage rapidly unfolds, revealing itself to be a sprawling eight-way-scrolling area, spanning some eighty screens. It's not all platform malarkery, though, and as Fred nears Cliff's hideout, the coders have added a handful of bonus stages and a car-based driving section which sees Fred desperately trying to bounce Pebbles and BamBam across a busy Bedrock street using the soft roof of his car!





IN THE JUNGLE

In all, The Flintstones spans 7 stages, each of which is broken up into smaller sub-levels. Following on from the quarry stage, Fred moves on to a jungle inhabited by all kinds of Neanderthal madmen, Velociraptors (shades of another Spielberg film perhaps?), and into Bedrock town centre, a volcanic cavern and Cliff's lair, with the assorted monsters changing to adapt to each level's graphical theme. Granted, this may not exactly tie in with the film's scenario and goings-on, but Development Manager and chief programmer, Mark Rogers, didn't want to be restricted by it. "It's all very well following the plot word for word," he offers, "but there's plenty of other potential within The Flintstones, too. This way we manage to incorporate Fred's bowling by way of a weapon with Fred skidding the ball at the enemy and can make more of the driving scenes, too. Also, the film only features one main foe (Cliff), so we had to add the assorted dinosaurs and covement to keep the action moving along."



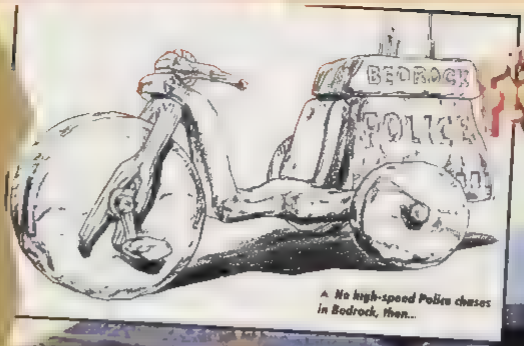
▲ *This is a picture of Steve's new company car. Good, eh!*

UNIVERSALLY HELPFUL

During the course of the game, the team had constant help from UIP, the company behind the film "We were given copies of the script ages ago, along with sketches of the characters and their costumes," says Mark "However, UIP were far from strict. We've heard of licences where the company doing the game can't use a person's face, for example (Ocean's Amiga version of Total Recall is a perfect example), but we've had nothing like that They've also given us early showings and kept us up to date with films stills, and we've managed to tie our graphics in with the general look of the game." So would they have minded if Fred hadn't looked like John Goodman? "Yes, because the Flintstones cartoon is a completely different licence, Taito's, I think. As such, they did want our Fred to look like John Goodman, but that's only to be expected -- it wasn't really that difficult, though, as our sprites are far more detailed than any of past cartoon-based Flintstone games."

SOUNDS FAMILIAR

Where would Fred Flintstone be without his trusty Yabba dabba-doo? Thus in order to keep his many fans happy Mark and the team are busy incorporating a selection of samples from the film, including the classic Flintstone quote. Similarly Barney is also expected to make a cameo appearance and will have a small speaking part whilst BamBam will say that whenever prompted. Each level will also benefit from a selection of in-game tunes and of course, a version of The Flintstones signature tune as played by the BC-52s



▲ No high-speed Police chases in Bedrock, then...

These are sprites. These pear in the game. They ore around the screen.

BEHIND THE SCENES

In charge of the design and coding of the Megadrive Flintstones is programming veteran Mark Rogers. Mark's career began in the distant days of the C64 where he was part of the team responsible from Gremlin's classic Thing On A Spring and Monty Mole platformers. After a brief sojourn at Ocean's Manchester base he was transferred to their Californian offices where he was given the task of recreating Spielberg's Jurassic Park for the Super NES. The Flintstones is his first Megadrive project, and his next project is an as-yet nameless Megadrive-32 title.

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every parent's nightmare!

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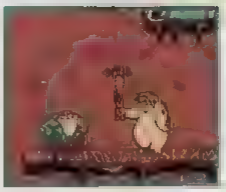
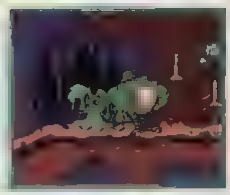
WORK IN PROGRESS

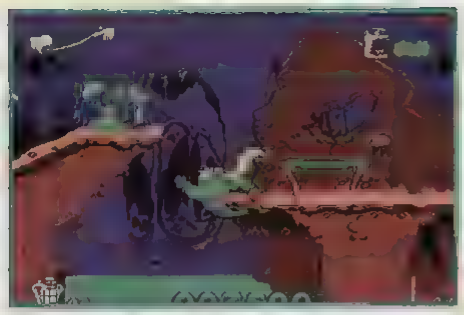
He farts, he burps, he flicks his snot — it's Paul Button. With such anti-social behaviour, he was the only person capable of rolling up to Interplays' latest hero and taking him on at his own game.





Originality has to be the order of the day in a market dominated by platform heroes, and Interplay have certainly come up with the goods on this front. Boogerman is quite unlike anything we've seen before. Adding a whole new definition to the word gross, the adventure is more than likely to churn even the most iron-clad constitution. Set over twenty levels, our hero must battle through locations with nausea triggering names like The Pits, Mucus Mountains, Flatulent Swamps, Sewer City, and Boogerville. Boogerman's task is to save the Earth from the evil bad guy person, Booger Meister, who is hell bent on poisoning the planet with a concoction of bad smells and smeg. Taking the Booger Meister on at his own game the caped hero will fight the toxins with his own brand of home-made gases and juices.

Boogerman and his collection of snot and fart-related tricks are sure to make . er, an impact when they hit our consoles in the near future. Stay tuned for more details as we get picking and flicking with this unconventional computer game hero. If your stomach is up to it that is.

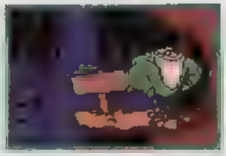


PLUNGE ON IN

With the destruction of the evil Booger Meister as his goal Boogerman must first reach him. But the path is strewn with many a hazard and gob in type creature. Once the levels are completed it is essential to get clear. A task only surmountable by collecting common house hold toilet plungers. Puzzled? Well the answer is in his abilities to knock up a quick but sturdy ladder out of the sink and toilet cleaning devices. In a cloud of activity our hero can make his way up to the next level and one step closer to victory.

ERMAN

FLICK ADVENTURE

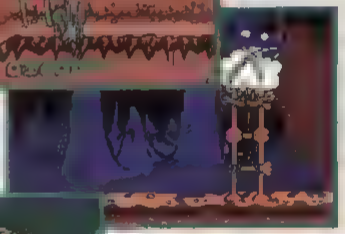


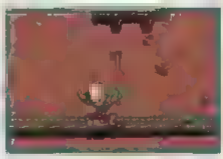
CUP OF COLD SICK

To achieve his array of body by-product attacks Boogerman has to charge his levels through finding collectibles. His snot meter can be replenished by getting hold of a big goody lump of nose dirt. A can of beans will set those intestines brewing and the handy caches of chilli peppers stimulate flame-powered fun that can lead to our hero shooting off into the air. By collecting a milk bottle the bogies will turn into what are politely known to our American cousins as loogies. To you and me they're plain old green phlegm balls. Yum.

▼ The most unusual use for a set of plungers since Gary Barrod's Christmas party...

▲ Should Boogerman encounter too many hits he melts away. Like us when Gas farts...





PROJECT
BOOGERMAN

PUBLISHER
INTERPLAY

INITIATED
AUGUST '93

RELEASE
NOVEMBER '94

FORMAT
MEGADRIVE

DEVELOPERS
IN-HOUSE

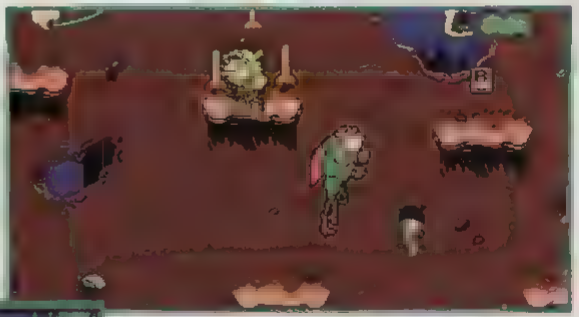
BOWEL MOVEMENTS

Along with the standard platform attack of jumping on the heads of your foes, Boogerman has an assortment of the most disgusting weapons you are ever likely to see. The projectile attacks consist of flicking boogies and gobbing phlegm balls to eliminate enemies. Alternatively, he can go for the body gas special moves. To take on close range problems a small but potent belch will fit the bill. However, by charging the power meter, Boogerman will let rip an almighty room rumbling burp which will clear any passage... literally. At the other end of the scale, it's bottom jinxes galore when our hero's turbo-charged digestive system explodes releasing chuffs to put Johnny Fartpants to shame.

▲ Loathsome nasal location is the secret stage screen.

▲ 'Hmmm,' pondered Boogerman mid-leap, 'I hope farts are happy or I'm in trouble.'

▲ 'Oh, sonny, just put the rock down and come away from that ledge. It's nothing we can't talk about.'



SMELL CELLS

Boogerman's antics are brought to life with some finely tuned animation. At present the animation of the characters is running at around 20 frames per second. But the final version boasts an average 24 frames per second, picking up to a glorious 30 frames per second for more important elements of the gameplay. To generate a fully rounded bogey-flicking super hero, the developers have packed over 1500 hand drawn on mat on cells into the character movement.

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THE GAMES ARENA

CANNON

Fancying herself as a bit of a Kate Adie, Lucy Hickman immediately volunteered for active duty down at Virgin HQ when rumours of a full scale war on the Megadrive started coming in. Here's her report...

▲ Miles from nowhere, Conrad found a Geats. Was it a mirage?

▲ "Brrr, this water's freezing. Sod Clinton, I'm off to Benidorm next year."

An undoubted classic on the Amiga, Cannon Fodder has finally found its way onto the Megadrive and from the early versions we've seen, it's looking like explosive stuff.

There's no storyline as such, just a constant deluge of shooting, bombing, blasting, bazooking and generally maiming and killing. You control a non-specific private army out to batter some evil dictator geezer called El Presidente.

You have a total of 360 men at your disposal (although you don't get them all at once — oh no matey-boy, you have to earn 'em). Every time you successfully complete a mission you get another 15 men in a "queue". You only use about three or four men per level, though, so if they snuff it you can retry the level with other troops from the queue. This effectively adds up to quite a few continues, and you're gonna need them because the latter group of the 72 levels are rock hard!

With the aid of Uzi submachine guns, bazookas, grenades and — later in the game — tanks, jeeps, skidus, heavy duty mounted guns and heavily-armed helicopters, the missions cover several different terrains such as the Antarctic, Desert, Jungle, Moors and Underground in the enemy HQ. As you progress, if you manage to keep one of your men alive, his ranking goes up and dramatically increases the player's firepower. Many of the missions involve simply wasting all the opposing troops on the level but on others you rescue hostages or blow up the enemy troops.

The strategy part of the game comes into force when you split up your squadron. Some can be placed on guard duty whilst others go on the attack. Similarly, you can use one man as decoy while the rest

PROJECT
CANNON FODDER

PUBLISHER
VIRGIN

INITIATED
APRIL 94

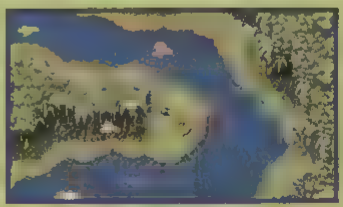
RELEASE
DECEMBER '94

FORMAT
MEGADRIVE

DEVELOPERS
SENSIBLE SOFTWARE

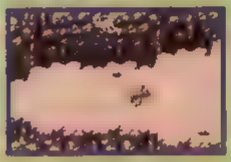
"Ah, c'mon guys. It's not funny now..."

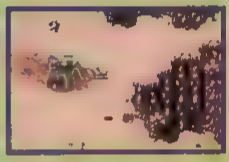
Our little chums prepare to invade the Blue Peter garden.



FODDER

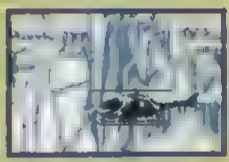
Oi! Get that crosshair off moi bloody leonard...





of the squad sneak past the enemy.

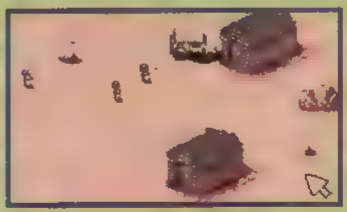
Originally programmed by Sensible Software (creators of Sensible Soccer), this version is being converted by Panelcamp — the team responsible for transporting Populous onto Sega systems. But as 'Fodder's producer, Pete Hickman explained, Sensible has no intention of losing its baby and the guys down in sunny Cambridge have to approve every stage before release. There shouldn't be too many problems though — it's a very faithful conversion although with enhanced graphics to take into



▲ Hello, I'm the helicopter which appears in the interlude, I'm afraid.

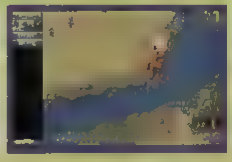
WHEN TWO TRIBES GO TO WAR (ONE IS ALL THAT...)

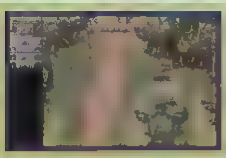
"Cannon Fodder is obviously a war game so naturally you get weapons. Lots of weapons. How else would you be able to slaughter anyone or anything that crosses your path? Included in your arsenal is an unlimited supply of Uzi sub machine guns as well as goodies like grenades and bazookas. The grenades are good for taking out long range targets while for good clean demolition fun the bazookas are a must. Your 15 strong army isn't restricted to infantry soldiers though, vehicles come into play on the later levels with the likes of jeeps, skidoos, a jeep on skis, tanks and helicopters. Helping you to cross the tough terrains faster than on foot and inflict even more death and destruction. Some of the ground based vehicles can even be used to run down the enemy and contain their own weaponry. Find and keep an eye out for the self-detonating sheep!



▲ Three heroes look on in amazement at their leader's crap parking...

▲ Bored of their careers as soldiers, the troops turn to mining.





9, 8, 7, 6, 5, 4, 3, 2, 1... Coming, ready or not!

account the increase in colours from 16 possible onscreen for the Amiga to 64 for the Megadrive.

Funnily enough, it was the sound which game them the most problems. Said Pete: "The Amiga version has a lot of sample sounds such as cracking ice and birds flying which really made the game. It took us a while to find a good musician who could recreate this on the Megadrive." In the end they chose Alistair Brimble, an Amiga specialist responsible for the likes of Mortal Kombat Terminator 2 and Dragon.

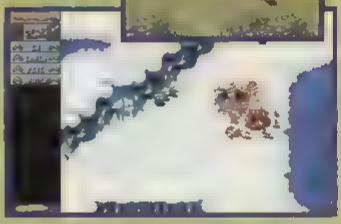
The game will be supported by the Sega Mouse and Pete said they had ensured that all the unique humour of the Amiga version is still packed in there (although some of the naughtier mission names have had to be toned down to get it past the Sega censors).

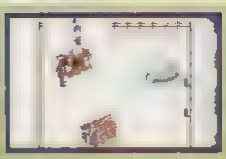
So what makes this game so special then? Pete said: "It's really, really playable. Definitely the most playable release of the last 18 months. It'll provide 50 hours of gameplay at least which is pretty spectacular even for a console game. We've spent a long time getting it perfect and I think it's the epitome of good English development."

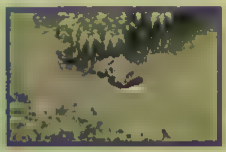
Okay, that's it for now but be assured that as soon as we can we'll bring you the first full review of this potential corker.

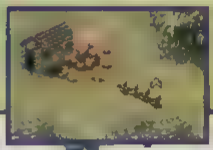
FRANKIE SAYS WAR — HIDE YOURSELVES

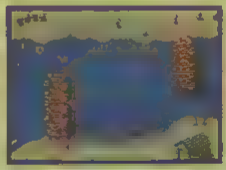
With all the great [illegible] and gratuitous video games and promotional warfare [illegible] how do you justify the exercise of mindless violence? Pete examined that far from pre-making war, Cannon Fodder [illegible] takes a very ironic viewpoint. It is wide [illegible] and the game is very tongue in cheek and [illegible] initially had trouble with the British Legion who said that using poppies on the title screen was bad taste. We eventually changed it to be more like a real poppy instead of the stylised British Legion version.



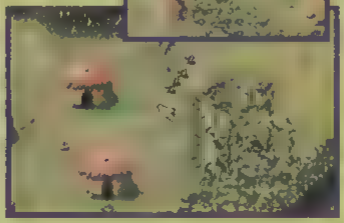








A snap. Maybe sometime yesterday, perhaps more than a week old.



(Sorry, unavailable.)

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RITZ VIDEO

DINO RA

As the MEAN MACHINES crew so kindly point out as often as possible, Lucy Hickman's looking a bit prehistoric these days so she was considered the perfect candidate to flip back in time and take a nose at Codemasters' latest dinosaur doings.

FANTASY ISLAND

There are many, many racing games for the Megadrive — some good, some bad and some decidedly mediocre. Originality is undoubtedly the saving grace of many games and in this realm, Codies' own Micro Machines (and pending Micro Machines 2) immediately spring to mind. Now the firm want to bring similar flair to this new 16MEG offering DinoRacer.

The first original feature that hits you is that it's a racing game... without any vehicles. I suppose it makes sense really, as it's set in prehistoric times and they hadn't invented the wheel then. Thus, the trick is to run like a nutter around the track using either your plates of meat or the back of a user-friendly dinosaur.

The game is a 3D split-screen affair with one or two players progressing through the many island tracks facing the obstacles the different terrains throw up. The story line revolves around the King of DinoWorld inviting various tribes of this long ago land to partake in the famous DinoRaces which weave around the world and end on the steps of the Royal Palace. The winner is then ceremoniously awarded the crown and becomes monarch of the realm.

The player controls the cave people, each of whom has individual strengths, but not the dinosaur. As such, although the player can make their dino jump, it won't jump as high as the rider so if you're not careful you could end up biting in the dust. In a similar way to Mario Kart, you can attack or barge other opponents in a number of inventive ways. The game's not due out until early next year, and as you can see this is in fairly early stages but you can be sure we'll bring you an update as soon as we get it.

The programmers have tried to make the tracks as varied as possible, with unique daunting tasks to conquer within each. For example, on the Glacial Island, racers are up against slippery corners, cracks in the ice, hungry DinoFish and even a mammoth or two thrown in for good measure! On the Furnace Island, things really start hotting up when volcanoes spew out huge boulders. Similarly, whilst whizzing around the Swamp Island, tracks are blocked by vegetation which the racers must eat! However, the more they eat, the slower they become.

◀ *This is Rock Island. It's rock 'and and it's got rocks on it.*

PROJECT
DINORACER

PUBLISHER
CODEMASTERS

INITIATED
JANUARY '94

RELEASE
TBA

FORMAT
MEGADRIVE

DEVELOPERS
MAXIMUM EFFECT

CART SIZE
[illegible]

ACER

BOGUS BONUS

Between playing each island, the player tackle a bonus section which involves being strapped to a pterodactyl in a primitive form of hang-gliding. By gliding above the ocean, you can now collect more coinage, which just happens to be drifting round, for use in the next level

⚠ The 1994 Island Home Exhibition.

The hostile natives of Village Island hurl rocks and try to pinch your dino!

⚠ Excuse me Mr Fluffy Elephant, can you direct me to the nearest toilet?

Goodies galore are up for grabs in Stan's shop.

JURASSIC STRAP-ONS

Winning races brings in cash which, as in all the best racing games, brings upgrades. These can be bought before the start from Stan's most excellent hire shop. Here's a taster of some of the goodies in store

BOOSTER: During normal acceleration these give the player that extra bit of oomph. Use to gain a head start at the beginning of a

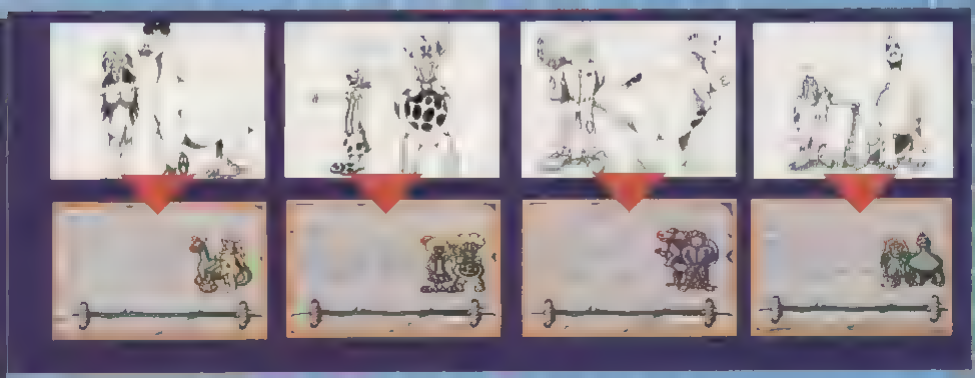
HELMET : This protects against Tail Spikes. It may also be used to crash through rocks etc instead of jumping them and losing control of the dinosaur

[redacted] Armour grants extra protection and means that if you're losing a barging contest you won't suffer speed loss

TAIL SPIKE : These swish anything trying to overtake. When hit with one of these it's worse than losing a barging contest (which is damn bad)!

ICE BOOTS: This tastefully designed footwear gives added grip in icy conditions. Particularly handy on the Glacial Island. Funny that

◀ Desert Island is almost impossible without upgrades. As you can see, past competitors have already found this out!



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Address.....
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.....Post code.....
Favorite Club.....
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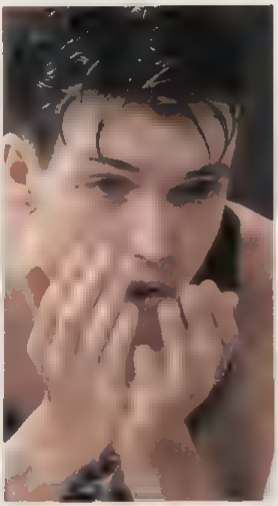
YOU WON'T SEE ME WITH SPOTS.



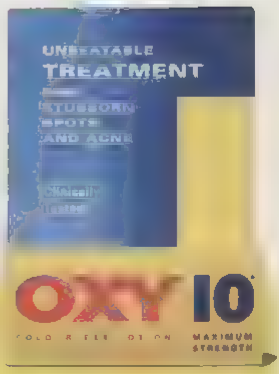
Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy® Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me. First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



Always read the label. Oxy 10 contains Benzoyl Peroxide. ®OXY and OXYCUTE 'EM are trademarks

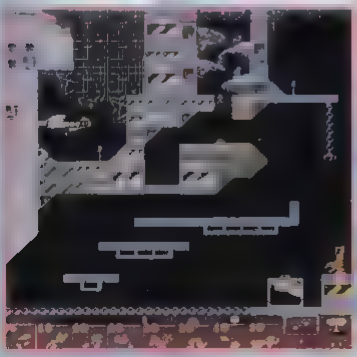
OXYCUTE 'EM!®

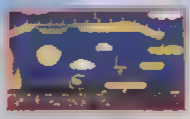
Lemmings 2 TRIBES

It must be wonderful to be a lemming. Wander through life being cute and furry, eating grass and stuff, and then, if your wife/ husband/ mum/ dad/ lover upsets you and you get a bit of a cob on, you leap off the highest cliff imaginable and make your loved ones feel guilty for the rest of their lives — absolutely brilliant!

Psygnosis obviously like this concept so much that they're reworking their original smash hit game and releasing a sequel for the Megadrive, aptly named Lemmings 2: The Tribes. Okay, so how can they improve on the original?

Well for starters, Lemmings 2 has a plot. The sickly-sweet intro tells us the Lemmings have now split into 12 tribes and temporarily put their suicidal tendencies on hold so they can live in peace and harmony and all that happy crappy. Each tribe possesses part of a special Talisman and the story kicks off with the tribes striving to reunite and make the Talisman whole again in order to avert a monstrous disaster. This change in their routine has naturally freaked out our furry friends and sent them screaming towards the highest ledge. It's your job to play the Fairy God-Lemming and prevent the deadly results of these mass dashes

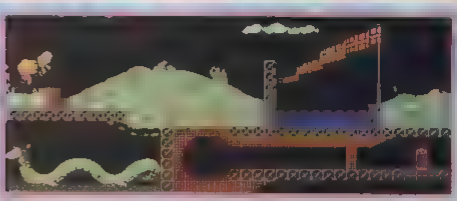




< In space, nobody can hear you scream...

Menswear? Yes sir up on the 3rd floor just past the toy dept

TRIVIA AND TRIBULATIONS



Look closely and you can see Prince Charles crashing his plane into Balmoral.

▲ Conclusive proof that Columbus was wrong and that world really is flat.

Going under the guise of Shadowland, this is ◀ actually a short cut to Oz's house.

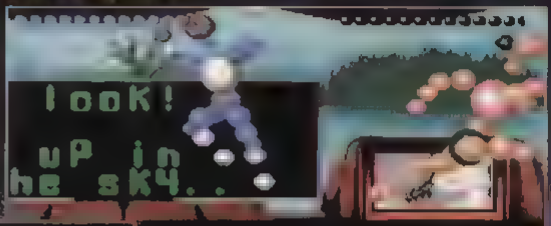
THE FEARLESS FEASTING SOCIETY INVITES YOU TO

2 FOR 1 KARTING

WITH TWO FEAST WRAPPERS

Two people can have a go at Karting for the price of one at any of the Karting Circuits listed, on presentation of two Wall's Feast wrappers. Offer closes on 30th October 1994.

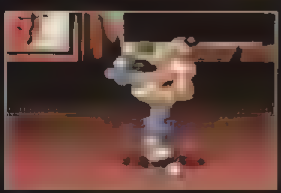
Since the Megadrive was invented there have been enough hard 'core up coloured to form a small planet — complete with moons, suns and a few stars for good measure. Accolade has now decided to jump onto this particular bandwagon and has come up with what can only be described as a load of old balls or, more precisely, Balls — so called because all combatants are composed of spheres.



It's a 3D affair, which can even be played on medem if it takes your fancy, with all sixteen bolloy characters pitching their unique skills against each other in a variety of locations. It's the Streetfighter-esque one-on-one fighting method with the victor going onto the next opponent and the loser bursting down — literally — into hundreds of little balls which scatter around the floor while the winner does a little victory dance.

As you can see from these screenshots, the 3D approach seems to work quite well with the fighters getting larger and smaller in perspective as they move backwards and forwards instead of just left and right like the usual 3D side-scrolling fighting games.

There's also an action replay packed in there so players can examine their technique over and over again and you can also morph between characters as a special move. Taunting plays a big part in the fighting strategy too — rude gestures increases the punch power of the next player to land a hit. Several taunts in a row have a cumulative effect causing major damage when perfected. Balls is looking pretty damn cool so far, how it plays we'll reveal in a future issue of MEAN MACHINES in our in-depth review.

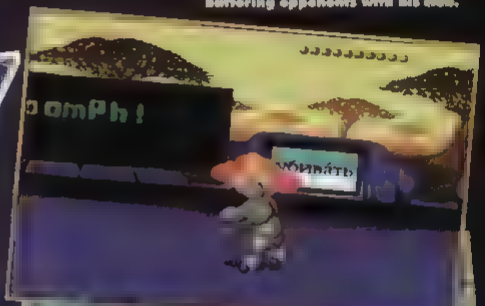


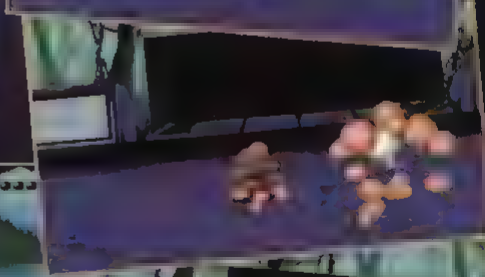
BALL HOOKS

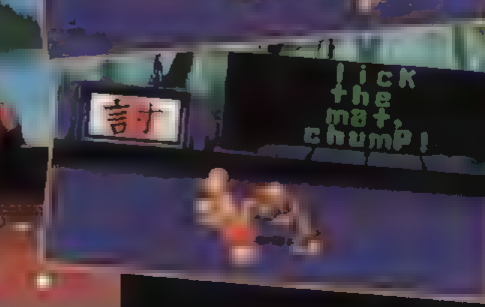
Each character has a basic selection of punch, kick and jump moves, each of which is activated by the A, B and C buttons. However, when these are combined, the game really starts to come to life. For instance, a combination of the jump button and one of the directional controls sends the player's fighter flying just about anywhere on screen — even behind where the player views the action! Similarly, should one of the players cop too many hits, they can hold on to their opponent for dear life, temporarily stopping them landing any blows.

TEST TICKLES

Naturally, the fighters have their own special moves — around 15-20 each. The ballerina, Divina, for example, grabs and spanks her opponents or simply floors them with a lethal pirouette; the gorilla, Yoko swings back and forth from imaginary trees (not even stopping to eat his imaginary bananas or speak to his imaginary friends); Tweenal baby charges, karate chops and performs flying somersault kicks; while Kreek carries out his Kranium Krunch which involves battering opponents with his club.



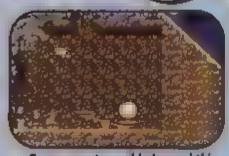




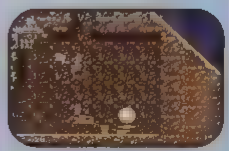
Konami's love affair with cartoon characters is set to continue with Animaniacs, an all-new platform project we can expect to see at the tail end of '94 or early next year. Looking at the twin strands of animation and platforms, two elements featuring heavily in every big Konami game of the last year (well, except Hyperdunk and Zombies), you'd expect the ground to be thoroughly covered. So how are Konami aiming to breathe life into a genre very much their own?

Firstly, the Animaniacs characters are a pretty hot property. The sort of American import Disney-esque capering animal trio we Brits lap up, they carved a niche for themselves as the one watchable part of ITV's What's Up Doc? (a Saturday morning TV show marginally less unpleasant to watch than having root canal surgery).

In fact, we're talking Post Modernist cartoonery here, as the Warner threesome spend their time commenting on cartoon cliches as they try to 'find work' within a fictional cartoon studio (see, it's all deconstructionism and ironic analysis SNIP!). The game fits snugly into the cartoon's pattern, as the characters tromp around a studio lot of separate sound stages, each housing scenery of familiar cartoon/film locations. As the likes of Vic Morrow could tell you, film sets are dangerous places. Diverse props and constructions threaten the party, along with irate studio security. Although the game idea and a fair number of levels are in place, Konami are renowned for making major changes in projects as they advance. Let our preview inform until the full MEAN MACHINES review is available.



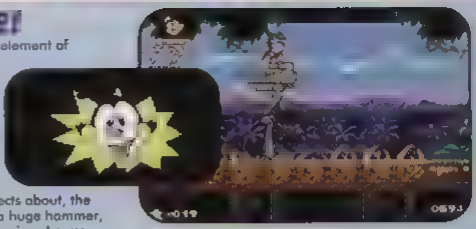
Progress not possible beyond this point unless...



...you work out how to put the trio's powers to work.

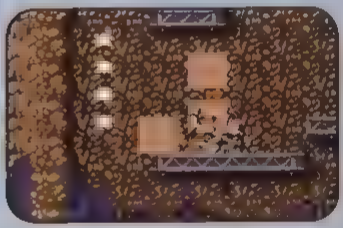
TRIUMVIRATE!

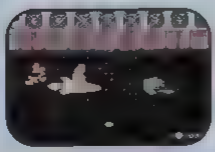
Konami have used the triple-star element of Animaniacs to their advantage, rather than finding it a problem. During the game, the three stick together, with you selecting a leading character. The importance of this becomes apparent when you acquaint yourselves with each 'toon's abilities. The big guy (Yakko) is excellent for pulling and pushing heavy objects about, the squat one (Wakko) wields a huge hammer, and Dot, the girlie, has feminine charms which she uses in best girl bunny cartoon tradition to charm in game characters. The game structure complements this set-up, with a fair degree of lateral thinking needed to pass some of the areas. The closest comparison could be made with Virgin's Lost Vikings, a satisfying arcade adventure which came out earlier this year. Animaniacs could spring into life with its appealing graphics and mix of both thought and trigger-led play. Oh, and it has a sense of humour.



Is this part of the Indiana Jones experience, Ironic cross-seeding of movies, or just re-using the sprite? Discuss.

In 'toon world, the word 'Semtex' has no meaning. Terrorists carry large cherry bombs in their hand luggage.





MOVIE MANIA

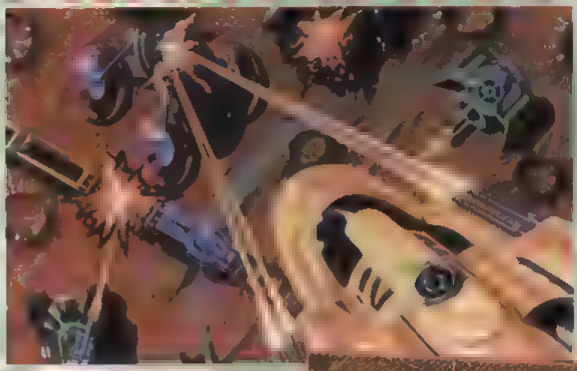
The six studio lots of the game house individual movies in production, split into various plot chapters. Moving to the next chapter is simply a matter of moving to the right-hand exit. At the moment the two complete stages have a Spielbergian feel, with The Adventures of Dirk Ruggert (subtitled Bungle in the Jungle) looking for all the world like an Indian Jones adventure, and a space epic send-up paying homage to the Star Wars trilogy, where the trio hitch a ride on spaceships. To remind you that you're in the movies, there's the constant hazard of studio security, and obstructions in the shape of film equipment. With the early stages shaping up to have eight chapters, this is working out to be a pretty hefty game. But what other film spoofs will find their way into the final version? Dinosaurs, perchance? Extra-terrestrials? Or perhaps a tribute to Kieslowski's Three colours trilogy... then, again perhaps not.

MEGA SWIV

Do you want to know how Time Warner's latest blaster got its name? Well, when SCI (then known as Sales Curve) started writing the original Megadrive version of SWIV several years back, they had hoped to release it as a sequel to another blaster, Silkworm, which they had converted from a Taito coin-op for Virgin earlier. However, copyrights being funny old things and all that, Taito pooh-poohed the idea, leaving SCI without a name for their rather smart vertical scroller. After a bit of mucking about, Silkworm II became SWII and, skipping a sequel, SWIV!

Now, some four years after its Amiga debut, SWIV is heading for the Megadrive with an all-new 'Mega' prefix! Spanning seven stages, Mega SWIV is a blaster of the 'old school' with the player guiding a hi-tech helicopter into power-ups and bosses galore whilst battling through skirmishes with the expected reams of ground and air-based foes. However, in order to add a little something new to the proceedings, Mega SWIV has a rather inventive two-player mode where a second player gets to grips with a jeep and, as such, must avoid any ground-based hazards.

So far, only one level exists with SCI busy cramming the rest into the 8MEG cart. Expected for a November release, a review should follow shortly.



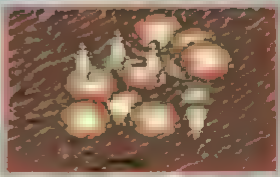
(Crackle) "This Noel Edmonds here. No, don't open fire. Nooooo!" (Hiss).

▲ *Our finds himself trapped within a popcorn maker.*

Operation Southbourne: Destory the fields behind the Bourne School.

That ploughed field reminds me of a Ripple bar.

▲ *As Badgie neared the seemingly empty gun turret his, rotors blocked out the noise of the inhabitants' giggles.*



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MARCH 94 ISSUE 17

APRIL 94 ISSUE

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Look out! There are some stray cats coming into the country [illegible] have been [illegible] the UK unofficially. [illegible] has been manufactured for America and is not compatible with UK video equipment. Look out for the UK sticker above the [illegible] This will ensure it is official product and is the property of the UK.

AWESOME SOFTWARE

[illegible] compatible with the Jaguar console. Each cartridge [illegible] following are now available. [illegible] release there is a coupon to claim a further:

- Crescent Galaxy NOW
- Evolution Dino Dudes NOW
- Raiden NOW
- Tempest 2000 NOW
- Wolfenstein 3D [illegible]
- Alien v Predator [illegible]
- Club Drive [illegible]
- Kasumi Ninja [illegible]
- Raging Rabbit [illegible]
- Brutal Sports Football [illegible]
- Doom [illegible]
- Rise of the Robots [illegible]
- Tiny Toons Adventures [illegible]

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- Composite Monitor Cable
- RF Switch Box inc. Cable
- Scart Cable

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LUTON	0582 21201
	081 332 0066
PLYMOUTH	0752 266066
SHEFFIELD	0742 758511
SIDCUP	081 302 811
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Tel (home):

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E&OE

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TENNIS

But zis is 'crazy', as you Breetish say. Just look at it, you can collect icons for bonus abilities, such as big ball, speed up, ball, control, and slow down. To play zee game both players much reach a target score to continue into zee next round. Tres bien!

A PP Hammer and a Cosmic Spacehead

TIPSTERS HALL OF SHAME

Mon Dieu! There are imposters on the planet of Tipsteranio. I wept tears of shame on reading an anonymous teep for Sensible Soccer. I quote. .."Here's a handy little tip for Sensible Soccer on the Megadrive. In any competition, make all the teams player teams. When it's time to play, grab con traller two and score a load of own goals! It's that simple!" I'm afraid it's the Bastille for you traitor!

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Under 8 ☐ 8 ☐ 9 ☐
10 ☐ 11 ☐ 12 ☐
13 ☐ 14 ☐ 15 ☐
16 ☐ 17-19 ☐ 20-23 ☐
45-54 ☐ 55 or over ☐

What do you do?

Secondary school ☐
6th Form/6th Form College ☐
Full time employment ☐

Play video games ☐ Play sports ☐

With a group of us ☐

CDs ☐ Jeans ☐
Videos ☐ Clothes ☐
Shoes/Trainers ☐ Sweets ☐
Crisps ☐ Drinks ☐
Comics ☐

Yes ☐ No ☐

Radio 1 ☐ Virgin 1215 ☐

Local Radio Station ☐

...of them do you like best

88C1 ☐
88C2 ☐
ITV ☐
Channel 4 ☐

...watch and how do you rate it (...compliment- Y poor)...

The Net (88C2)	☐	☐	☐
Gamesmaster	☐	☐	☐
Gamesworld	☐	☐	☐
Bad Influence	☐	☐	☐
Movies, Games & Videos	☐	☐	☐

Yes ☐ No ☐

...only)...

...☐
...☐
...☐
...☐

...like the best

McDonald's	☐	☐
Burger King	☐	☐
Wimpy	☐	☐
Pizzaland	☐	☐
Pizza Hut	☐	☐
KFC	☐	☐

ABOUT YOUR GAMES

...have access to (perhaps ...ONLY)

...Own ...Access

Sega Mega-CD	☐	☐
Sega Megadrive	☐	☐
Sega Game Gear	☐	☐

Sega Master ...	☐	...	☐
Nintendo SuperNES	☐		☐
Nintendo GameBoy	☐		☐
Nintendo NES	☐		☐
Atari Jaguar	☐		☐
Atari Lynx	☐		☐
Atari ST/Falcon	☐		☐
Commodore Amiga A5...	☐	...	☐
Commodore CD-32	☐		☐
Commodore Amiga A1200	☐		☐
Apple Macintosh	☐		☐
Acorn Archimedes	☐	...	☐
...	☐		☐
PC CD-ROM	☐		☐
PC Engine	☐		☐
Neo Geo	☐		☐
Philips CD-i	☐		☐

...Which machine do yo...at to buy next?

...	☐	...	☐
...	☐	...	☐
...	☐	...	☐
Nintendo NES	☐	Atari Jaguar	☐
Atari Lynx	☐	Atari ST/Falcon	☐
...	☐	...	☐
...	☐	...	☐
Acorn Archimedes	☐	PC	☐
PC CD-ROM	☐	PC Engine	☐
Neo Geo	☐	Philips CD-i	☐
3DO	☐	Sega MultiMega	☐
...	☐	...	☐
...	☐	...	☐

...How many games do you own?

None ☐	One ☐	2-5 ☐
6-10 ☐	11-25 ☐	26-50 ☐
...	☐	

...On average how many games do you buy?

...	☐	...	☐
...	☐	...	☐
...	☐	...	☐
Three per month	☐	Four per month	☐
...	☐	...	☐

...many games do you ... (presents ...)

None	☐	A couple every year	☐
...	☐	...	☐
...	☐	...	☐
Over two ...	☐		

...videos do yo... per week on ...

None

1-2

Games and games equipment

Your own, at a friend's or elsewhere

None

1-5

6-10

11-15

15-20

Over 20

A month or less

1-3 months

3-6 months

6-12 months

12-18 months

18 months - 2 years

2-3 years

3-4 years

Diff, 10 is least important

Games mag reviews

Games mag previews

Recommendation by a friend

Advertising gameplay

Editorial coverage in other types of mag

Seeing it on TV

Seeing an advert on TV

Seeing a poster

Seeing it at an exhibition

Shop demonstration

Accessory out first

Something else, name

Dixons

Virgin

Toys R Us

WH Smith

Martins

Fourbuoys

Safeway

7-Eleven

SuperDrug

Waitrose

Petrol Station

Local newsagent

specialist shop

(not only per publisher)

Acclaim					
Accolade					
CapCom					
Codemasters					
Core Design					
Cyberdreams					
Domark					
Electronic Arts					
Elite					
Empire					
Gametek					
Gremlin Graphics					
Infogrames					
JVC					
Konami					
Lucas Arts					
Marubeni					
Maxis					
Microprose					
Mindscape					
Nintendo					
Ocean					
Psygnosis					
Renegade					
Sales Curve/SCI					
Sega					
Sierra					
Sony					
Supervision					
Tekmagic					
Tengen					
THQ					
US Gold					
Virgin					
Other favourite:					

ABOUT THE MAGAZINES

John Menzies

7. Your copy of Mean Machines Sega came:

Saved for you by the newsagent

Or, delivered to you by the newsagent

30. Who pays for the magazine:

You

Your parents/other relatives

A friend

Mean Machines Sega:

Nobody else

More than five (please write in number)

Mean Machines Sega?

Every month

Once every couple of months

Once every three months

Less often

Only when there is a change

33. How long have you been buying Mean Machines Sega?

One month

1-3 months

12-18 months

18 months - 2 years

Over 2 years

Yes

No

10 (excellent)

1 2 3 4 5

6 7 8 9 10

35. Please indicate which of the different sections in Mean Machines Sega?

Cheats and hints

Where 10 is excellent and 1 is rubbish

Mean Machines

Sega Power

Sega Pro

Mega

Megatech

Sega Magazine Advanced

Gamin

Sonic the Comic

Mega Power

Sega Solutions

Computer and Video Games

GamesMaster

Sega

Max Overload

Games World

Match

Shoot

38. How did you find out about Mean Machines Sega?

Friends leaflet

Someone else, name:

millions better what would it be?

name:

41. Your address:

Pete Sampras TENNIS

HUGE TOUR

Not satisfied with just one bonus game, eh? Zen get your teeth around the Huge Tour zat allows you to embark on a full season's world tour with up to eight individual players, each with their own password. To play the season, select zee number of players and enter zer passwords. If no password is entered, zen a new season starts. You can cycle through the options at zee bottom of the screen to control your progress.

GIVE ME A PASSWORD

Gives the current password required to continue.

LOOK AT RANKINGS

Displays the positions of all the competitors.

[illegible]

Do not compete in the week's tournaments.
If have to fulfil zee conditions of all tournaments, that means no Jeremy Bates playing in the Women's Final at the French Open! If you can't compete zen take a petit breather. Phew!

[illegible] WITH THE UMPIRE

But finally I leave the world of Pete Sampras with zis beautiful Argue Cheat. All you do is hold down DOWN-RIGHT and START when you are about to serve.

STREETS OF RAGE 3

Mais oui, I very much like your Rage music. All zose flashing lights and zumping speakers. You 'ave so many top rage bands like Cappella and zee Prodigy. I must calm down a bit it's all getting too 'ectic. Maintenant to zee top tips from a top tweaker going by the name of Alex Hodgson who lives in Lon[illegible]. For a level select on Round of Rage 3 [illegible] hold B, press [illegible] and bonus [illegible] hold B until [illegible] and when you come to zee character selection, [illegible]

BEAUTY AND THE BEAST

ROAR OF THE BEAST

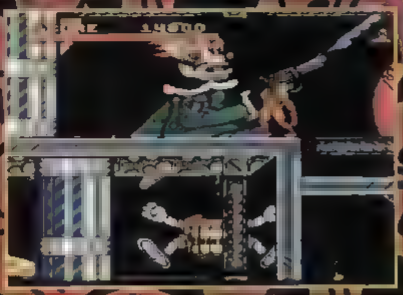
Now mon cousin Paul warned me of the teeping prowess of the Miller brothers, but I 'ad no idea as to their true ability. Voici, un level select for this hairy monster. At the second title screen, press, UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN, B, UP, B, B, A, and then start the game.

BELLE'S QUEST

What you want more from zee Miller brothers? Well here iz another level select, but zis time for Belle's Quest. At the second title screen pump in, B, UP, B, B, A, UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN and zen press START. Terrifique!

▲ *The Purple Rose of Cairo, Woody [illegible]*

SPIDERMAN AND THE X-MEN



Ren & Stimpy

Yes we too in France 'ave 'ad zee pleasure of meeting zee crazy Chihuahua and 'iz stupid fat cat If you're having a few problemes with zis, Chris Biggar and Leo Kenny 'ave some codes

Level	Code
2	8820000 - 004C4SR
3	8900004 884C2SI
4	8310008 - DBN6250
5	832000H - TB424SM

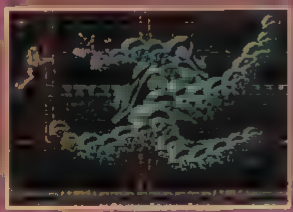
MEGA CD

SOL FEACE

GAMEGEAR

DOLPHIN

MEGA TURRICAN



Dracula

Do you know what we call Dracula in French? Yes zat's right, Dracula! If you want a level select for zee one with fangs, zen roll up as young Timothy Verrinder from Bradford-on-Avon doe zee business. As the battlefield scrolls press, DOWN, RIGHT, A, C, UP, LEFT, A. During the game at any time, hit PAUSE and push UP to jump zee level.

top tips to
Fantastique Ascenght

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15. The Vertex

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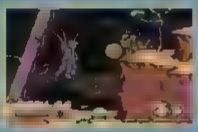
BUBB STIX

The Core comedy duo, Bubba [illegible] a tough task for gamesters. [illegible] re [illegible] of the levels of this thinking man's [illegible] eternal glory.

1 alien forest

The perfect opportunity to master Stix's abilities, the first level offers no great challenge. There are a few tricky teasers just to get you in the swing for the

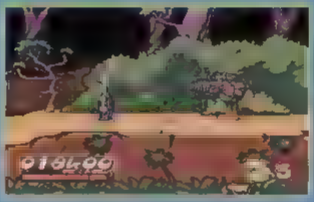
Oooh! Time for big springy mush es. Bounce up on this, but beware the green guy up an high wants to tenderise you with a rather large boul der. As soon as you reach the same level jump away, which results in him dropping the boulder that conveniently rebounds to flatten him



These two little critters are unaware that they can help out our heroes. All you have to do is lob Stix to bonce the blue one on the head, and so in true comedy style he gets a bump with Stix resting on top. Take a leap and you're up to the top.

▼ Is that a Stix on your head or are you just pleased to see me?

TIP: [illegible] what do you do when you see a big [illegible] with a gun? DUCK! It's an simple as [illegible] that. When it's [illegible] just do the recoil will send him flowing.

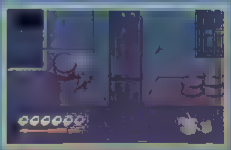


Now you don t want to try walking over those spikes so how are you going get across? Easy. Bung your friend'y twig onto the ledge above and Stix's weight should unbalance the boulder on the edge. The boulder knocks the zzz ing alien on the nut, rebounds to create a step, and pizza blob starts to crawl away, handily keeping your tootsies clear of danger

Don't worry about getting shot by the geezer at the end of level. In fact he s doing Bubba a favour by teleporting him and the branch to the next level

2 waldi

Our two heroes are doing bird in Waldo's clink. The only means of escape is to find and switch five levers dotted around the platforms. Teleporting is the only way to travel, so choose your level by standing on the switch and throw Stix at the ever



Kicking off from here, the first [illegible] get out of the cell.

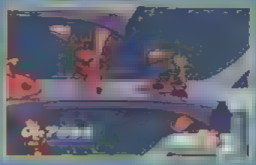
's space ship

This is an extremely tough level. All manner of danger lacks around the most innocent looking boulder. The aim is to hit the levers with the bulbs so that you have a leverly set of illu minations in the top right

EXIT

It may seem ridiculous, but you want to start an earthquake. Not to worry, by hitting this rock, the earth will tremble releasing essential debris to aid progress.

Now this is blimmin' tough. The key to getting across is by tapping RIGHT on the D-pad, but do not hold the direction for too long or you'll fall.



Now listen very carefully. I will say this only once. Walk to the far left of the platform and turn on the vacuum. Now head over to this tube and remove the cover using Stix. Find the steamroller, smack it on the back, and stand clear. Return to the tube and wait until the roller has finished flattening the blue monster. Stand on the monster and when he pops back into shape, he will project you up and into the vacuum.

Use Stix to lever the barrel from the bottom, sending it off on a roll. Avoiding the tumbling tub, take Stix and stick him into the hole on the left.

Hit a lever to the right and pop-bang, a little red creature appears. Take a pop at the barrel with Stix to remove the lid. Then watch the little creature dive in and eat until he almost explodes. Once stuffed, jump off his belly.

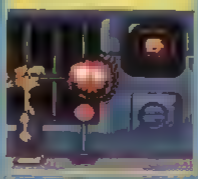
WATER PUZZLE

Take a trip to the far left and find a lever that produces bi-pedal bottles of milk. Lead the bottle over to the monster, and he will drink it dry. The milk makes him inflate, allowing Bubba to use him as a trampoline to the door on the above level.

▲ *Should Bubba let this escaped alien psycho have his pint of milk?*

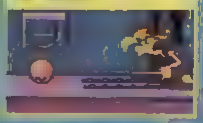
A dozy red ball can be found by flicking this lever. To get to the next door switch thump him on the head and use him as a handy bunk up in tricky places. He doesn't mind, honest.

Bubba volunteers for care in the community



After the bowling ball has tumbled from the wall, use Stix, in true Steve Davis style, as a handy snooker cue. Take aim at the edge and pocket it on the lower platform. On the lower platform poke the red ball towards the blue thing, and he'll eat him for you.

"If I could just reach that last piece of Edam."



PASSWORD – 6NWP49VVJS

3 volcano

Go and hit this bulb-lever, and watch Stix become a very poor excuse for a zero-G holdog. Bubba must guide him across the dreaded balloon machine and hit the button to release him.

Place Stix on the hole to the left, jump and Bubba's seated in a balloon. Give Stix the forces Loose Ranger/Silver buddy whistle and he'll pop the balloon so you can land onto the unreachable platform.

Oh yes, I'm afraid so. Go to the top of the left side, insert Stix into the hole and some lava will rise onto the bul-

4 marine temple

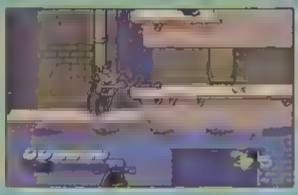
It's time to get wet. Luckily Stix doubles up as a snorkel. No not a crap furry school coat, something that assists sub-aqua respiration. Watch out for the Puffa Fish and those pesky darts.

WET

Stix goes in the left-hand hole to drain the water, move Bubba to the right and call Stix. Make sure you quickly stuff Stix into the wall to get up the other side.

FISH

Open the door a tad with Stix. Hop into the pool and push the button to drain the water. Finish off the washed up fish and the last one should be in range of Stix's boomerang throw. Raise the water again and open the door fully.



BACK

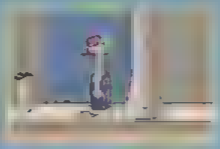
The key to this puzzle is the piece of log that falls when you walk on the left side of the platform. Place Stix in the hole on the right and jump down to use the button for the water level. Get onto the section of log that fell down and use it as a raft to that fabulous re-start point.

TONK

Put Stix in the first pipe to make him stick out his tongue. Use this platform to jump to the left and crawl under the spikes to plug the hole on the left to make the watertop up. Now over to the top right-hand corner where the button will make the water completely drain. Hurrah! Bubba can now descend without being spiked in the bot by the blow pipes.

P.U.

Impossible? Now. Drain the water, throw Stix at the pillar to bust it open, raise the water and swim for your life.



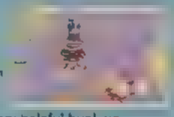
Bit of a tricky one here. Hit the button on the right to lower the water. Stand on the sphere and put Stix in the wall. The water will rise drowning Bubba, not to worry because when it hits high tide, call Stix and take a leap off the bobbing ball to the high platform.

An encore for the log bit as you loosen the raft here. Insert Stix into the hole on the bottom right and travel left. At the lower platform, slog the two blobs into the water and skip across. Now it's onward to the final level.

5 space port

This is the biggie. It's do or die time. Keep your head together and beware of the lasers zapping around. At the end of the level it's time to do battle with the monster Robo-Stix.

Avoid the lasers of these two and smash 'em with Stix. While stunned they make a very helpful bunk up.

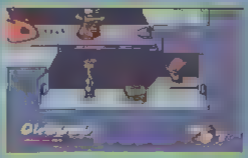


Using Stix, lever the baggage over the head of the collecting machine. It will be swallowed by the hole and end up on the opposite side of the level. Another handy bunk up.

The answer to this tough section is timing, oh yeah, and avoiding the red robots and their laser blasts.

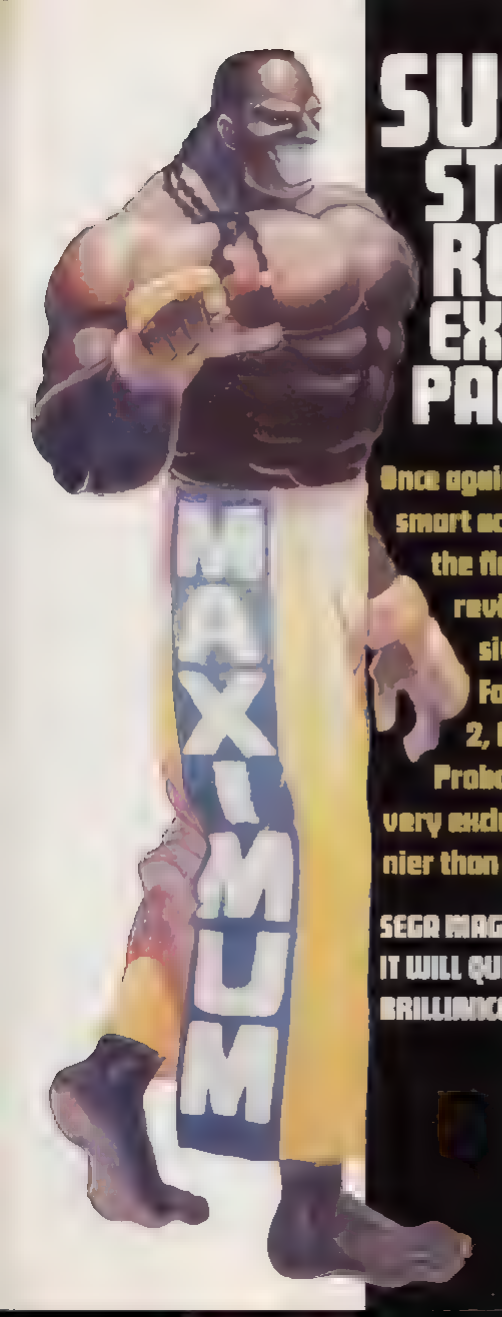
To grab a lift up on a rocket powered BBQ, hit the button on the right. When on the top left platform, push the button. Skip to the right ledge and get the laser to blast the parcel onto the button below. Now it's a mad dash for that re-start point.

Bash this rusty old tin can to kick start him and whisk you to the final conflict.



The final battle with the evil Waldo is a Stix-to-Stix combat round. Using the good and wholesome Stix, Bubba must thwack the baddie remote-controlled Robo-Stix. But this is up to you. It takes time and patience, but keep at it, and the end sequence is yours. Yippee!

PASSWORD -XYW4I3W3NG



SUPER STREETFIGHTER REVIEWED – EXCLUSIVE 16-PAGE SUPPLEMENT

Once again, SEGA MAGAZINE is first for top smart ace games. Issue 8 – out now – features the first Megadrive Super Streetfighter review, plus Mortal Kombat 2, an exclusive review of the incredible Shining Force 2, Virtua Star Wars, Rocket Knight 2, Battlecorps, Konami's long-awaited Probotector and yet more amazing (and very exclusive) Mega-32 coverage. And it's funnier than usual as well.

SEGA MAGZINE ISSUE 8 – OUT NOW PRICED £2.25
IT WILL QUITE LITERALLY MELT YOUR SPINE WITH BRILLIANCE

SEGA MAGAZINE

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

1-2 PLAYERS

ADVENTURE

PRICE TBA

BY CAPCOM

RELEASE IMPORT

(CONTROL: JOY PAD (6 BUTTON))

FINISH LEVEL 1

An exact copy of Capcom's Super Streetfighter II coin-op update.

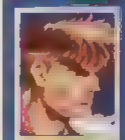
ORIGINALITY
REFLEXES
CHALLENGE
ACTION
STRATEGY

By chance, inspiration, or dogged dedication, Capcom managed to create a video game beyond their expectations in early 1991. Entitled Streetfighter II, it was a sequel to a mildly successful combat game of 1987, which featured an array of strange characters fighting one-on-one, whose repertoire of fighting techniques went beyond physical and into mystical attacks. Only this basic principle survived into the sequel (with a couple of the more intriguing characters). Every other aspect of the game was expanded, improved and redesigned. Music, graphics, animation all received the treatment that had earned Capcom respect as an arcade manufacturer. But Streetfighter II had more.

Games players around the globe appreciated its finer qualities. Each of the original eight characters was a synergy of cool image and action. Their moves matched their personalities, even as personalities they complemented each other. Best of all, in action there was a tangible link between player and character. The potential for subtlety was endless. It was possible, with sufficient effort, to become a master of the game, obliterating all comers, learning the intricacies of each combatant.

In the light of its success, Capcom have since worked on countless money-spinning updates without creating anything essentially new. The first was Streetfighter Champion Edition, which included the option of controlling the four bosses. Next was Turbo, a souped-up version of the Champion Edition that Capcom released with the intention of curtailing the market in pirate Streetfighter machines. Finally, Super Streetfighter, the most comprehensive update of all, with four all new characters and locations, digital Q-sound, re-vamped graphics and animations. This is the work that comes before you now.

COMBAT



STEVE

The continuation of Super SFII has been nothing compared to that of the SCII conversion last year. I feel that the addition of the four new characters isn't enough to warrant a separate cart. In terms of playability, this is as playable as the Capcom coin-op ever was, and the graphics have also been tweaked to seem a little smoother. However, the sound is even worse than before, with some unrecognisable samples. Clichéd it may sound, but if you're still a Streetfighter addict, this is the perfect fix. Personally, I think it's time Capcom tried something new.

SUPER STREET FIGHTER II

▲ *The two camouflage kids swap suplex tips.*

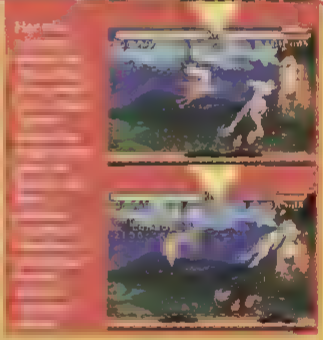
BOOZY QUATTRO

Acquaint yourself with the challengers exclusive to Super Streetfighter II. New nationalities, novel personalities and all-new fighting techniques

CAMMY

"Capricious, her personality changes with the weather. Naive to the ways of the world, her childishness is coupled with her ruthlessness on some days."

Cammy is a British secret agent, who was originally found unconscious on the steps of the Secret Agency Academy. Her performance during guerilla training for the SAS was exemplary, rapidly rising to become Special Forces' top agent, and the natural selection for the World Warrior tournament. However, once the competition begins, her erased memories begin to return, revealing a horrible secret!



ORIGIN

UK, the stage set in front of a deserted Highland castle, with the Aurora Borealis shimmering in the background. Gloomy, deserted and atmospheric

FIGHTING STYLE

Cammy combines beauty and athleticism to deadly effect. So many of her moves are kicks, as her long legs have more reach and power than her arms. The height she achieves in jumps makes her particularly effective in mid-air. Cammy is suited to fast, light attacks. One weakness is her specials, which generally leave her quite vulnerable

DEE JAY

"A smooth talker, he's cheerful though often flippant, he doesn't mess around. A hot trend-setter he never stops smiling (even when he's asleep)."

The inspiration for Dee Jay came from Capcom's US division. Dee Jay has two passions: kickboxing and music, both of which complement his flamboyant style. He trained in Western-style kickboxing on his native island paradise of Jamaica, but he eschews the restriction of strict fighting rules for the freedom of expression he finds in streetfighting. He firmly believes he's destined for fame in some shape or form.

ORIGIN

The lush Carribean island of Jamaica. Dee Jay's bouts take place against a magnificent indigo sunset, as musicians entertain tourists, locals and dancers.

FIGHTING STYLE

Dee Jay is a joy to play because he fights with such conviction. His kick moves are very powerful and are easy to string into combinations. His main obvious drawback is lack of speed. Dee Jay is suited to players who share his showmanlike temperament.

SPECIALS

Dee Jay's one long-range special. Performed like Guile's Sonic Boom, it's a similar sort of projectile attack. However, it is very slow-moving.

A bizarre special. Dee Jay powers up his trembling fist while standing still. It's mostly a defensive tactic, but has the advantage of lasting for some time.

Very stylish combination kick attack that requires a mastery of balance. It's mid-range and needs timing, but takes a major energy premium.

Both leg-based, and ground launched. The shoulder toss and backflip toss are equally effective, if not overly exciting to witness.

FEI LONG

Hot blooded and reckless he acts impulsively. He makes rash assumptions and is easily brought to tears. And he's always about to explode".

Like every other young oriental, Fei Long dreamed of stardom in martial arts movies, following the careers of Bruce Lee and Jackie Chan, and as such it led him to devote every waking moment to the pursuit of Kung Fu. But Fei Long's innate seriousness taught him to place honour, discipline and perfection in his art before cheap glamour and acclaim. Still, he couldn't resist the prospect of proving himself against the best in the World Warrior Tournament.

ORIGIN

Native to Hong Kong, Fei Long opts to train in the solitude and tranquility of the Temple. The figures of mystical beasts encircle the simple arena.

FIGHTING STYLE

Noticeably, more experienced Streetfighters select Fei Long, probably as he's the best all round fighter for fast attack, ample defence and substantial specials. It takes some practice to use his jittery, nervous style productively, but on balance he's the best of the new intake.

SPECIALS

This unusual special launches Fei Long into a headlong flurry of blows at his enemy. By repeating the action, three can be linked together seamlessly.

Fei Long surprises many opponents with the speed and strength of his throwing. Also, the savagery of his hair throw transcends the conventions of even streetfighting.

Fei Long's second special is a [illegible] launches a kick that produces a fiery tornado that all the world like a lower body Dragon Punch.

T. HAWK

"Unsociable but warm-hearted he has an undying respect for animals. He prefers not to fight, but once he gets angry look out!".

Indian spirit abides in T Hawk, who has entered the World Warrior Tournament in an effort to reclaim his tribal homeland. The area was snatched by M. Bison's Shadolu organisation Despite his frightening size, his gentle spirit arises out of a communion with nature, a deep sense of morality and a warm heart

ORIGIN

With no Reservation to live on, T Hawk has moved to a Mexican village, and fights his bouts in the midst of the village market Entertainers, market sellers and supporters look on

FIGHTING STYLE

The fighter s bulk inevitably places restrictions on speed, and to be honest, most players cannot be bothered mastering the disciplines that playing T Hawk requires A cumbersome wrestler, he s suited to close-range ground combat, where h s throws and holds work best

SPECIALS

With this T Hawk turns a normal jump into a swooping dive. Enough to knock any opponent of their feet and one of his quickest moves

His powerful calves are used to launch him at his opponents The impact is satisfyingly damaging

Like Zangief, T Hawk would rather hold onto his foes and smash their faces or choke them, but he has one high-tossing throw

THE DIRTY DOZEN

The twelve fighters from Streetfighter II CE and Turbo have been retained for Super Streetfighter, but tweaks have been made to their profiles For the most part, this is to extend their range and prowess, but it was felt that some characters were too powerful in the original game

RYU

One time pupil of Sheng Long sk lled n a mystical art similar to karate Good all round powers, strength timing and agility Ryu s a one-time Streetfighter champion

DRAGON PUNCH
HURRICANE KICK
CYCLONE PUNCH

KEN

Trained with Ryu in Japan in the same disciplines but left for the USA to fight more chal enging opposition Desires fame and fortune as wel as fighting victory

SPECIALS

- **DRAGON PUNCH**
- **HURRICANE KICK**
- **CYCLONE PUNCH**

COMMENT

GUS

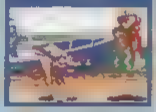
Unlike last year, there's little sense of anticipation accompanying the release of Super Streetfighter II. The previous SCE edition proved that a competent and faithful Megadrive conversion was possible, and this update is every bit as good, and in my opinion even better. However, the improvement, beyond the new characters and spruced-up graphics, isn't so great as to recommend buying Super SFII in addition to the SCE edition. As beat 'em ups go, Super SFII suffers from its own familiarity — the format is so predictable it offers no surprises. As combat products go, though, it's almost flawless.

CHUN LI

Fully Fledged sister of the People's Republic Chun Li revealed her emotional side at the end of SFII. She is simply the fastest exponent of Kung Fu in the world. Of all fighters she has been the most modified

SPECIALS
- LIGHTNING LEG KICK
- HUNDRED FOOT KICK
- BLUE FLAME FIREBALL

MOVES



BLANKA

The sub-human from sub-tropical forests in South America. His appalling dental hygiene is enough to knock opponents out, but he has other means too.

SPECIALS
- ELECTRIC THUNDERSTORM
- CANNONBALL SPIN
- VERTICAL CANNONBALL

MOVES

GUILE

The flat-topped, top-ranked master of combat karate, and the strongest combatant of the game. Even though the other combatants have risen to his level, Guile still has an enviable arsenal of moves.

SPECIALS
- SONIC BOOM
- SOMERSAULT KICK

MOVES

ZANGIEF

Often ridiculed as a slow non-runner, many regret coming within Zangief's range. His deadly wrestling repertoire comes from bouts with wild bears on the Steppes. Probably

SPECIALS
- DOUBLE LARIAT
- TURBO LARIAT
- SPINNING PILEDRIVER

MOVES

E. HONDA

MOVES

Some think he looks like Betty Turpin (more hot-pot, Ken?), but he's devoted to his quest to make Sumo a respected fighting form. He's trained for this contest since childhood.

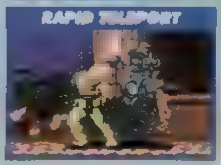
SPECIAL
- HUNDRED HAND SLAP
- SUMO TORPEDO

DHALSIM

Once named Barry Bethel three years of the Slimfast plan and intense yoga training produced the awe inspiring creature with powers which defy the Laws of Nature.

SPECIALS
- YOGA FIRE
- YOGA FLAME
- TELEPORT

MOVES



BALROG

Boxer and thug Balrog has the most powerful fists in the game However, the discipline limits him to upper body moves, and he's susceptible to both speedy and low attacks

SPECIALS
- TURNING PUNCH
- DASHING STRAIGHT PUNCH

SHOULDER BUTT

VEGA

Flamboyant theatrical and slim to the soles of his espadrilles.

Vega cuts a peculiarly androgynous dash for himself with his flowing locks and tight breeches. Perhaps the most athletic figure in the game

SPECIALS
- ROLLING CRYSTAL FLASH
- BARCELONA ATTACK
- [illegible] DROP

BACKFLIPS

BISON

His range of specials is unparalleled, borne out of his mysterious Shadow Fighting technique and he's learned even more since Champion Edition! If you're feeling really evil, M Bison is the character to pick

SPECIALS
- PSYCHO CRUSHER
- DEVIL'S KNEE JERK
- FLYING HEAD PRESS

FLYING PSYCHO PUNT

[illegible] UPPERCUT

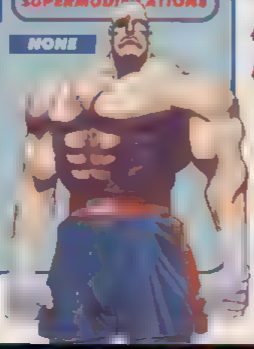
SAGAT

Once the [illegible] Streetfighter, his star has fal en of late His kick boxing style is as ugly as he is, but very effective Sadly, nothing has been done to enhance his skills in Super

SPECIALS
- TIGER UPPERCUT
- TIGER SHOT

SUPERMODIFICATIONS

NONE



UPPERS AND DOWNERS

The fighting system is split into a logical system of upper body moves (mainly punches) and lower body moves (mostly kicks) Using a six-button joypad allows all of those to be accessed, but a conventional A, B and C pad switches between upper and lower via the Start button, making the newer pads a worthwhile investment

GRAPHICS 94

▲ Extremely faithful rendering of the arcade's original characters and backdrops. Highly defined and smoothly animated sprites.

[illegible] 75

▼ The weakest area of the whole package. Bullish like speech and crashy sound effects.

PLAYABILITY 94

▲ Instant beat 'em up gratification, with a distinctly improved 'feel' over SCE edition.
▼ Slightly spoiled by a feeling of Deja-vu.

LASTABILITY 91

▲ Guaranteed interest in a high-quality conversion from Capcom.
▼ Surely not the same durability with all the similar games on the market.

VFM 89

▲ A lot of memory for a competitive price.
▼ The game itself doesn't convey enough original features.

OVERALL 92

The fighters' original and still extremely playable. The Streetfighter II story has progressed to its final chapter. Now for something new...

STAR WARS REBEL ASSAULT

1 PLAYERS

ADVENTURE

PRICE £49.99

BY JVC/ LUCAS ARTS

RELEASE SEPTEMBER

OPTIONS

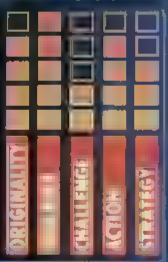
CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: VARIES
GAME DIFFICULTY: HIGH

DAY SCORE

FINISH ON EASY

Rebel Assault appeared on PC CD-ROM earlier this year. This is a close conversion of the Star Wars inspired title, also by Lucas Arts.

GAME SPREAD DOWN



GAME AIM

Complete each of the fifteen stages, which lead you from rebel rookie, to hero of the Republic.

There are signs that the protracted struggle between the Imperial forces and the Rebellion may be coming to an end. Since the fall of the Republic, a band of dissenters has defied the advance of the Empire across the galaxy. However, the Emperor has poured resources into the construction of a deadly new toy, which he has coyly named 'Death Star'. The size of a small moon, the Death Star has destructive power capable of obliterating an average-sized planet. With this weapon of terror, it would seem that the days of rebel resistance are numbered. The Death Star already threatens one of its outposts, Alderaan.

Whilst the Empire concentrates on constructing the Death Star, the Republican strongholds across the galaxy are training eager young pilots for a variety of combat tasks. Secret bases on Tatooine, Hoth, Kalaador and Yavin are the training grounds for squadrons who will harass Imperial convoys and Star Destroyers, repel landing parties and support the rebel fleet. But with the Death Star near completion, the parties are moving into a decisive end-game.

However, all is not lost. By good fortune, and the martyrdom of countless rebel agents, the blueprints for the Death Star have fallen into the lap of Princess Leia, Republican Commander. Analysts have quickly noticed a minor vulnerability in the main reactor, linked to the battle station's exhaust ducting. If just one of those rookie pilots was good enough to exploit this tiny weakness, the Death Star could be destroyed and the course of the war turned about.

EPIC STRUGGLE

Rebel Assault is a fifteen stage epic, covering a wide array of duties for your pilot. It follows the course of a career from the training stage, to designated missions, and even those dramatic moments when things don't go according to plan. Most, but not all of the stages are viewed from the cockpit of one of the Republic's fabulous space-craft, the X-wing, A-wing or Snow speeder. Some of the locations of the stages will be very familiar to Star Wars devotees.

TRAINING

There are four separate training stages, presided over by rebel trainers Commander Jake Farrell and Ru Murlean. They will explain the purpose and instructions for each mission, designed to develop your positioning skills, reflexes and shooting accuracy.

TRAINING 1: CANYON

Thrown in at the deep end, you are one of three pilots negotiating the narrow, twisting canyons of Tatooine. Follow your wingmen and avoid wingtip contact with the canyon wall. This section is displayed in 3D FMV.

Training shuttle speeds across Tatooine.

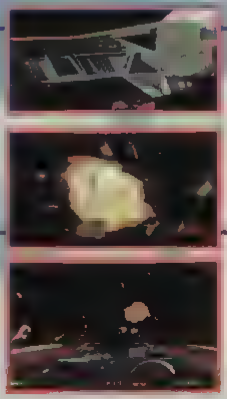
TRAINING 2: BOMBING

Your shooting accuracy is assessed by your performance on this overhead shooting section. Line up the moving and static ground targets with your sights, while avoiding high ground.

Annihilation beckons in the Asteroid field.

ASTEROID NAVIGATION

In control of an A-wing, this perilous stage involves weaving through an asteroid field, following the recommended evasion paths for larger rocks, and using the ship's lasers to destroy smaller debris.



KOLAADOR

A barren rebel outpost, marked by peculiar rock formations which make it perfect for expert flying practise. This section plays much like the FMV section Canyon, with much narrower gaps and faster speeds. Complete Kolaador and you are a fully-commissioned pilot.

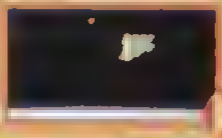
Games action ahoy in this action packed screen shot.

PAUL

Rebel Assault had the task of being a conversion of the PC game, and was also expected to bridge the gap between presentation and playability. But what a debut! Sure, there are downsides: the grainy FMV can be confusing in the high speed canyon runs, and the average gamer will find themselves literally skipping through levels. It should also be said that the game is on the most part point and shoot. But this is all about the Star Wars experience. And boy, this is 100% experience! You will find yourself pumped full of adrenalin as you go for another attempt on an Imperial Walker. If you are a fan of the original trilogy of films I strongly suggest you don't miss out on an absolute treat.

5 STAR DESTROYER

Your first duty is to lead an X wing attack on an Imperial Star Destroyer, a massive fleet vessel positioned above Tatooine. This daunting task means picking off the ship's defences before attacking the heavily armoured globe turrets of the bridge.



A hair-raising swoop across the flank of the Star Destroyer.

6 TATOOINE

X Wing poetry in motion.

TIE FIGHTER CANYON

On return to the surface of your home planet on an urgent mission. Three Imperial TIE Fighters threaten to reveal the presence of the rebel base. Chase them down the familiar canyons you trained in with the imperative to destroy them all.

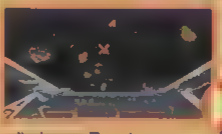
7 HOTH

WALKER ATTACK

The rebel base on Hoth has been uncovered. Your role is to assist the evacuation by halting the advance of the monstrous Imperial walkers, elephantine metal beasts. Only by shooting every armoured panel of the vehicle is the walker stopped.

8 ASTEROID BELT

Familiar ground to those who completed training, a thicker more demanding asteroid belt with the added pressure of audacious TIE fighter pilots chasing you.



No ring goes like a rings goes, especially in Asteroid space — the Rings remix!

Hit the Star Destroyer bulk of doom!

Not last night but the night before, three TIE Fighters came in one canyon.

MOS EISLEY

Unaware of the rebel build up the Imperial forces at Mos Eisley space port are taken unawares by your attack. Flying around the FMV landscape take out as much kit — AT-ATs and ground artillery — as you can before the order to pull out is given.

5 IMPERIAL CONVOY

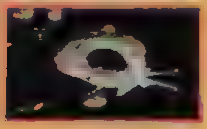
This short section takes you back into space charged with the protection of the convoy fleeing Hoth. Fly around taking out TIE fighters until the transports make the jump to light speed — then follow them.

HOTH BASE

At last a chance to stretch your legs! The base section follows the rookie through a series of chambers, taking out stormtroopers and selecting pathways. Some beautifully rendered graphics show you pounding through the base.

6 YAVIN

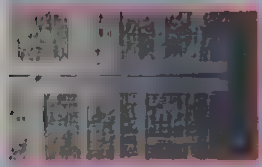
The final assault on the Death Star is explained, but to be part of the glorious force you have to prove yourself on Yavin's training canyon. Much like the other canyons, but with some torturous bends and racks of targets.



▲ The rugged surface of Yavin.

GUS

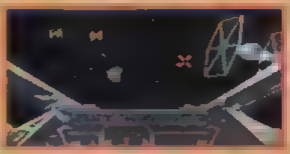
The experience of PC gameplayers and Sega owners is totally different, so it's interesting to see how a game that performs so well on computer format does on a console. In terms of quality, Lucas Arts have made an excellent conversion. The rendered images are rather grainy, and the canyon sequences are slightly jerky, but still look remarkable on the average-sized TV. Having TIEs screaming out the screen at you makes it all the more impressive. Where graphics score highly, sound excels. The atmosphere created by the original music and authentic FX lift Rebel Assault into the realms of an experience rather than merely a game. But although the 15 levels cover a lot of game material, the first difficulty level is dismayingly easy to sail through. An average gameplayer will be tackling the Death Star on his first evening of play. That really brings down the longevity of a game with an incredible atmosphere and some great play variety. Once again, it's a case of showcase over hard case.



THE DEATH STAR

APPROACH

Imperial vanguards protect the approach to the station. As it looms nearer, moments of drama threaten to abort the mission. It is vital you protect your wingmen at this time.



SURFACE

A chance to rack up mega points by hugging the surface of the station and taking out turrets and targets. Alter your elevation with up and down on the joypad.

CANNON

A massive cannon is positioned at the end of the trench you need to fly down. It must be taken out in two stages. The first stage involves removing the shield panels that flank its circular base. This gives you access for stage two where the relays that power the weapon are vulnerable to attack below the surface.

THE TRENCH

The trench is heavily defended by fixed emplacements and Darth Vader's personal guard. The second section of the trench features shield walls which can annihilate an X-wing on contact. At the end of all this is the tiny port vulnerable to just one manually aimed proton torpedo. May the force be with you.

GRAPHICS

92

▲ Wonderful in most places. Spectacular viewpoints and convincing rendered images.
▼ Canyon FMV is quite jerky.

SOUND

96

▲ Laser-fire, explosions, screaming TIEs, pilot chatter and all the best in stirring music from John Williams. Superb!

PLAYABILITY

88

▲ The multiple sections comprise a surprising variety in play. Some sections, like the Walkers, are classic.
▼ Some sections are too short.

LASTABILITY

79

▲ It will remain a classic title in your collection.
▼ Rebel is cleared far too easily. The passcode system was a bad idea.

VFM

80

▼ You could get the entire trilogy on video, plus a lot of Virtua Star Wars credits for the price.

OVERALL

85

Something for Mega-CD owners to get excited about. It's just a pity that the fun doesn't go on and on.

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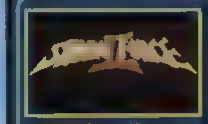


1-4 PLAYERS

GAME TYPE
ROLE PLAYING

PRICE £39.99

BY SEGA

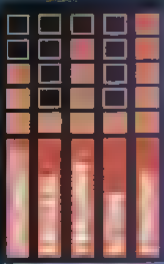
RELEASE AUGUST

OPTIONS
CONTROL: JOY PAD
CONTINUES: BATTERY/SAVE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY:
EASY/MEDIUM

[illegible]
MEGS

ORIGIN
This is a sequel to Sonic Team's original Shining Force game of 1991, with similar strategy gameplay.

GAME [illegible]



GAME AIM
Solve the mystery of the re-opened Ground Seal tower through a series of set-piece battles.

SHINING FORCE II

Take me back, to a place where I once belonged. A kingdom called Grans, a happy place where we could laugh and sing our songs. For as long as anyone could remember, a tower stood at the heart of Granseal, the city. This Ancient Tower was sealed, but no one knew why or what lay behind

It was to this tower that a precocious young thieving rat, called Jippo, stole one night with two light-fingered associates. His opal eyes were filled with a vision of jewels he might find in the ancient place. And he did. Cast into the masonry was a Jewel of light. He set to prising it from the structure. As he did, a terrible rumbling shook the edifice, and dark foreboding crossed the three scavengers' minds. Meanwhile, in the nearby Royal Palace, the King was receiving bad omens of his own. An awesome storm raged, and through the gloom, he could perceive a messenger serving a darker purpose, a spirit sent to strike him down.

The spirit's manipulator had a more nefarious project than attacking a monarch. Even the entire destruction of Grans was not the full extent of his plans. Learn more of the second Shining Force and realise why the people of Grans were exiled to another land, far from Granseal.

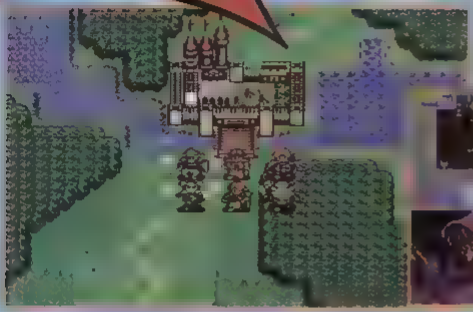
COMMENT

THE BATTLE GROUND

Just about all the action in Shining Force II occurs during battles. Battles take place wherever the forces of darkness oppose. Like Chess, each of the combatants takes turns to move, and the distance and direction of movement is limited by the battlefield terrain and the character's speed rating. When characters near enemy units they come within range (the exact proximity is determined by the weapon type). In your role as 'General' you determine whether to attack.

The computer determines attacks by a combination of the attacker's OFFENSIVE strength, the defender's DEFENSIVE rating and a random element. The result will be a reduction in the defender's hit points (HP). When a character or enemy reaches zero HPs, they can fight no longer. Battles are won when all units are defeated

GI FORCE

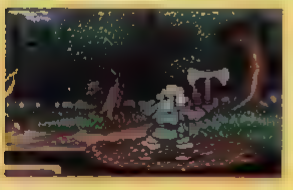


TORA! TORA! TORA!

Attacks come in several forms. As a rule, the further into the game the more powerful the attacks you will receive. Hopefully, your HP level will advance enough to handle this. Here are the range of offensive manoeuvres:

MELEE

The most common attack. Unit uses a hand-held close range weapon (sword, club, axe etc.). Lots of high powered weapons later in the game make this the most damaging attack form.

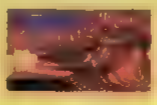


MISSILE

Used by archers, spear carrying knights and artillerymen. Longer range than melee but compensated for by less attack power and greater chance of fumble (ie. missed attack).

MAGICAL

Mages use powerful offensive spells like Blaze and Freeze. These have a long range and at higher levels take in more than one target. Magical attacks are less effective against magical creatures and have a limited number of uses in each battle.

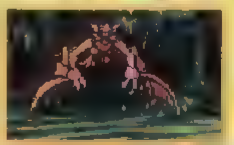


POISON

Certain gruesome creatures may attack with poisoned means. These have a prolonged effect reducing the HP of victim until an antidote is taken.

CREATURE

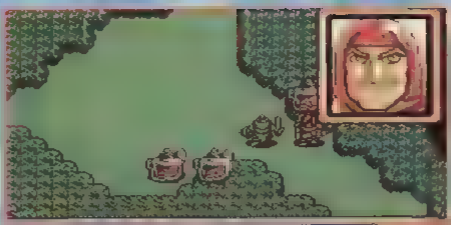
This category covers many of the other quirky methods used in battles. Creatures like Peter Phoenix use mystical energy sources. This also covers animals like bats. These physical attacks cannot be damaged in the way weapons or spells, but they don't increase so much in offensive value.



COMMENT

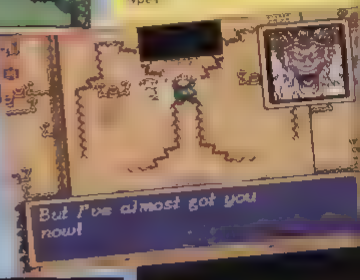
PAUL

...of games like Shining Force II. It is so chock full of monsters, puzzles, and character interaction, that it would keep even the most adept RPG fan glued to their Megadrive for ages. The plot, central to any RPG, is so engrossing that makes you want to get just a little bit further before saving. The character's level is fully varied in ability, making the battles heat thumpingly strategic. However, on a slight downside, the control during the overhead view tends to overcompensate, and this can lead to a lot of disembarking and re-embarking when navigating the rivers. Whether you're an RPG novice or pro, this is one to make you shiver.



SHOPPING

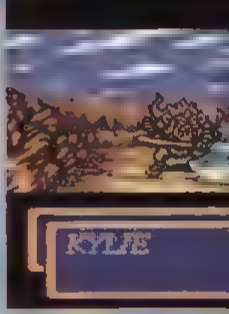
There's a strong fiscal element to the game with every small settlement having places to spend money. You can be reasonably sure of finding a Weapon and Supply shop wherever you stop. Weapons shops sell the following item types:



LEARN BY EXPERIENCE

Any positive action your characters take, particularly dealing the 'final blow' is rewarded by eXPerience points. XP is used to climb levels. When the required XP for a level is reached, the character's stats are readjusted up.

▲ Two different views of the same cave overhead and battle

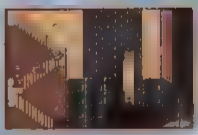


MAY THE FORCE COME WITH YOU

The Shining Force consists of yourself at first but people will join up along the way. When a character joins, his powers and prowess are yours to control in the battle sequences. Also, tables of information on on his statistics, items and weapons become available. There are some characters you can't help but meet. Peter Phoenix for example but many more who are only found by luck and exploration. They normally have fantastic abilities.

▲ Huey is one of the early characters, and quite useful.

▲ Huey defends against one of Golem's Hordes.



Visiting the depths of dungeons...

▲ Tilting spears of the forces of...

▲ Supply shops offer health restoratives and anti-poison preparations. Occasionally a more interesting trinket might be in the window.

▲ Weapons shops sell implements to boost your offensive capability. Only certain weapons (swords, axes, daggers, lances etc.) are equippable with certain characters.

SO THE STORY GOES...

It's rare to find a console game with a plot so it may take you by surprise how involved Shining Force becomes. Starting with the mystery of the King's possession, it follows the re-ocation of the people of Grans, the treachery of Go-am and the visit to Mt Volcano. It's a digital fairytale, a Megadrive Myth.

GRAPHICS

83

▲ Lots of good, clear, colourful scrolling battle scenes set against detailed fantasy backdrops.
▼ Some things are just too tiddly.

SOUND

79

▲ Stirring, exciting music accompanies the battles, and mood-changing interludes for the plot.
▼ The repetition of certain tunes and FX irritates.

PLAYABILITY

91

▲ A fantastic all-structured strategy scenario, augured by great battle execution and range of characters.
▼ The story takes a while to develop.

LASTABILITY

90

▲ Even bigger than Shining Force, equally compulsive and involved.
▼ Not overly difficult, and once completed, there's no need to keep playing.

VFM

90

▼ A larger game than the original means basically more play for the money. Originality comes at a premium.

OVERALL

91

Every quest should have a Shining Force, every Megadrive should have a copy of Shining Force II. It's fab, basically.

Astérix AND THE GREAT RESCUE

1 PLAYERS

PLATFORM

[illegible] 1MA

[illegible] 2MA

[illegible] AUGUST

CONTROL: JOY PAD
Convenience: 3
SKILL LEVELS: 3
RESPONSIVENESS: OKAY
GAME DIFFICULTY: MEDIUM

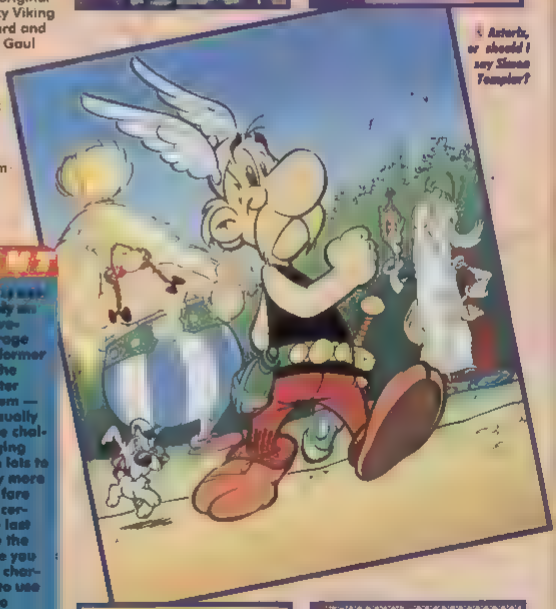
[illegible] LF

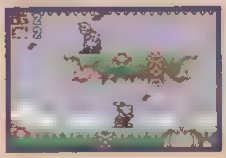
France's best loved Viking son, Asterix, has been the star of many a cartoon. This is the second Asterix game for the Master System.

Guide either Asterix or his fat mate, Obelix, through the platform/ puzzle environment.

Il est Français, il est merde et il n'est pas amusant , in other words, he's French, he's crap and he's not funny. However, last year's Master System offering of our behorned hero was obviously successful enough to warrant another bash

This all-new, totally original adventure has the quirky Viking trekking around the weird and wonderful landscape of Gaul and an assortment of Roman-infested landscapes on a quest to rescue his chum Getafix who has been captured by those nasty nasty Romans. It's familiar stuff, but let the platforming begin, mes petit chiens





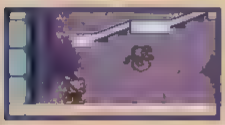
COMMENT

LUCY

Surely not [illegible] another above-average platformer for the Master System — unusually quite challenging with lots to do and see and many more levels than the usual fare within the genre. It's certainly better than the last Asterix game — I like the puzzle element where you have to decide which character and/ or potion to use in certain situations to progress. However, it's just another platform game in an already packed-to-bursting market so although it provided a few hours enjoyment, it's certainly nothing to get excited [illegible]

JE NE REGRET RIEN

In the last game you had to assume the role of either Asterix or Obelix then repeat every level as the sidekick (which was tedious to say the least). In this new adventure, there is now an option to swap roles mid-level. Indeed, you'll have to change into Obelix every now and then as his puny pal is too much of a wimp to position balls, barrels and othersuch objects next to platforms which are too high to jump. Coversely though, Obelix is often too fubby to fit into some of the narrow entrances which Asterix can crawl into.



JE SUIS UN ROCK STAR

A platform/ puzzler just wouldn't be the same without a heap of pick-ups and the programmers of Asterix's latest escapade haven't let us down in the icon department. Here's a run down of what's cookin'.

POTION: Provides the guys with magical powers including the ability to float, bomb, create platforms and don a shield.

BOX: Brings platforms into view.

CHALICE: Rejuvenates energy to full power.

CHICKEN: Marginally tops up power.

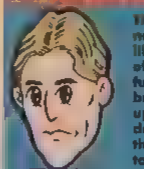
MEGA: Invincibility for a short time.

HEART: Extra life.

KEY: Opens doors.

COINS: Extra points.

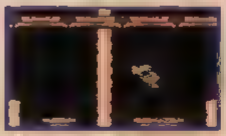
CONCLUSION



PAUL

There's nothing like a bit of Gallic fun to brighten up your day, and this is certainly the case with Asterix and his mate Obelix. This game is plain good fun. The sprites are colourful and detailed and skip along joyfully to the cheery music. That said, though, the game is incredibly predictable and is too easy at times. Quite simply there aren't enough baddies to bash and the linearity of finding all the right items in order can be infuriating. The control system also takes ages to get used to, resulting in some untimely and frustrating deaths. Although lacking in platform originality, the end-of-level bosses are nicely designed and offer challenge in what is a pretty sound. Nothing spicy, just solid gaming nutrition.

Fancy meeting you here!



Fly, fly you fool!

Bosses are easier, but I think my squid's a touch underworked.

GRAPHICS 75
▲ A nice mix sprite and some big, bold backgrounds.
▼ Everything else is generally scrappy.

SONIC 55
▼ Nasty pitchy-pinch music and effects — typical Master System fare, really.

PLAYABILITY 78
▲ Easy to get into and looks to do.
▼ The controls are initially a bit dodgy and it's utterly unoriginal.

LASTABILITY 80
▲ Not too easy, loads of levels and masses of hidden nooks and crannies to explore.

WOW 85
▲ Not one you're going to whip through too easily so you'll get a fair bit of play for your dosh.

OVERALL 79
An extremely playable and fun platformer which should present a reasonable challenge if not any surprises.

SPIDER-MAN® X-MEN™

1 PLAYERS

4

GAME TYPE
PLATFORM

PRICE TBA

BY ACCLAIM

RELEASE AUGUST

OPTIONS

CONTROL: JOY PAD
CONTINUE/NONE
SKILL LEVELS: 1
RESPONSIVENESS: FAST
GAME DIFFICULTY: HARD

1ST DAY SCORE
14,500

ORIGIN

One of the first Marvel Comics' console games, first appearing on the Super NES 18 months ago. This is the first handheld version.

BREAK-3

GAME AIM

Defeat Arcade with each of the five super hero characters within their specific stages.

SPIDERMAN

The best known character, but not actually affiliated to the X-men. His arachnid powers encompass web projectiles, web swinging, wall climbing and that sixth sense which is handy for locating nearby objects and people.

His first stage is mandatory before you reach the others, and it's a straightforward hunt for the beacons in order. Later on, he has the onerous task of defeating Shocker, the cloning sentinels, and Arcade himself.

GAMBIT

Gambit is a telekinetic, whose abilities enable him to turn inanimate objects into explosive missiles. He gets his name from the supply of playing cards he carries as ammunition.

He is dealt a very dodgy hand, having to flee an inexorable spiked ball which threatens to nail him to the deck. Reach the second part, and it's a five-finger shuffle to scale the level of the Black Queen — a formidable adversary.

COMMENT

STEVE

I remember playing this on the Super NES ages ago and coming away feeling a little plussed. For a more powerful machine, Arcade's Revenge is just another glossy platformer easily lost in the pile of similar games. For the Game gear, however, Arcade's Revenge succeeds perfectly. The five characters and their differing abilities allow for more variety within the gameplay, and the levels are different enough to warrant further inspection. In terms of graphics, things often get a little muddled at times but, on the whole, this is one of the better Game Gear releases I have seen.

STORM

AKA The Weather Girl but she could give Sion Lloyd a run for her money. Breathing underwater is effortless for her, and she has elemental powers allowing her command of lightning bolts and whirlwinds.

▼ *Follow the yellow (brick) trail, follow the yellow...*

A sub-aquatic exploratative section titled Water Torture. The key is to raise the water level by breaking the valve seals. As she progresses, Arcade's defensive measures come into play.

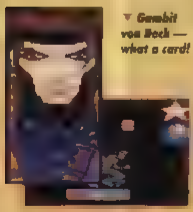
WOLVERINE

Man and beast combined Wolverine has amazing powers of rejuvenation. His healing power is enhanced by his own offensive capability, focused on his unbreakable Adamantium claws.

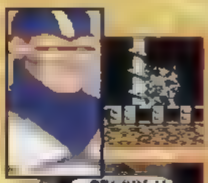
Arcade's idea of a sick joke is a stage set in a toy box with quicksand ball swamps deadly toy soldiers and clowns with handguns. Wolverine's claws can penetrate some of the flimsier walls.

INMATES

After the first stage, where Spidey infiltrates Arcade's lair there are five characters to choose from. Each has to pass through two stages of the lair before the climax with their nemesis. Each stage reflects the characteristics of each X-man.



▼ *Gambit you Beck — what a card!*



CYCLOPS

Cyclops has the amazing ability to project a "concussive beam" from his eyes (let's just call it a ruby laser) which is focused by his fetching rose-tinted visor.

First, Cyclops finds himself in an underground cavern, with trolleys running on electrified tracks. Trains come regularly helping 'clopsy collect the crystal power-ups, but so do the enemies. Mind The Gap!

COMMENT

GUS

I've liked this game in all its incarnations, and it fits snugly onto the Game Gear. It's more platform fodder, but classy at the same time. The graphics are simpler than the Megadrive's but manage to convey the atmosphere well enough, and the characters represent their comic counterparts adequately. What makes this a good game is the variety within the stages, the stiff challenge and the wide range of controls. Success also requires some strategic planning. The only annoyance comes with the mandatory first stage with every new game. It quickly becomes a chore (but all the other versions had skip modes, so there should be one to find).

GRAPHICS

78

▲ Crisp, comic and fast-moving. Not beautiful, but a notch up from functional.

▼ Some of the background detail (ie Storm's stage) is confusing.

SOUND

▲ The brilliant music of the other X-men games, which has that swingboot feel to it.

▼ The Game Gear doesn't have the right voices for it.

PLAYABILITY

▲ Four quite different characters, and some well planned platform stages.

▼ The early stage is a chore to do again and again.

LASTABILITY

▲ There's ten tough stages, loads of bosses and a real urge to play through. A toughie and a goodie.

VFM

▲ What was originally £50 is now at a handheld price.

OVERALL

89

The best comic license for ages, a cracking conversion and an A-grade Game Gear title.

1-2 PLAYERS

GAME TYPE
BEAT 'EM UP

PRICE £39.99

BY GAMETEK

RELEASE SEPTEMBER

OPTIONS
CONTROL: JOY PAD
CONTINUES: 3
SOUND LEVELS: ONE
RESPONSIVENESS: AVERAGE
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
DEFEAT FOUR OPPONENTS

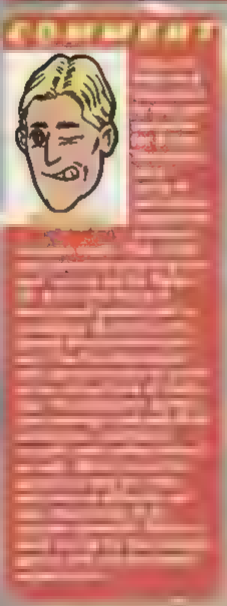
ORIGIN
Another graduate of the beat 'em up school, Brutal opts for the cartoony approach to violence.

GAME BREAKDOWN

GAME AIM
Beat the other monster to a pulp. Jump on top of him and stomp hard — hey presto, victory!

You know how it is. Sitting on a tropical isle. You're soaking up the rays. Taking in some of the atmosphere. At last the chance to catch up on some of that flower arranging you've been promising to do for the past few months. When out of the blue a bunch of cartoon animals decide to have a big fight, make lots of noise, and hurt each other, a lot. Typical, innit?

The Dali Llama - bearing more than a passing resemblance to his name sake, apart from the spitting-has spent the last four years drawing out the invitations for the greatest cartoon martial arts caper this side of Papua New Guinea. One by one the invited guests make an entrance, enticed by either the prize money or the chance to settle an old score. Final glory rests not only in the competitor's fighting skills, but in a willingness to learn new powers from the Dali himself. But the question on everybody's lips is does Brutal have the bottle to take on the beat 'em up prizefighters this autumn?



Leon's sonic guitar amp attack.

LLAMA LESSONS

It's back to school when it comes to special moves. Each character has to earn a " move by defeating two opponents. Then it's off to the Dali's classroom where you are shown how to perform the move. But it's not quite that easy. A thirty second timer ticks away, and it's dunces' corner for you if you overstep the time limit.

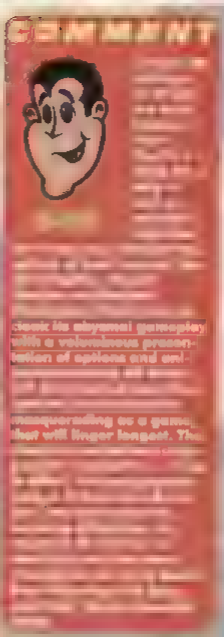
▲ "I want to be a bear."

ANI-MUTILATION

Watch out for eye popping fun when these bunnies and bears get to a fighting. Noses stretch, tummies wobble, all manner of animated frolics. But not to worry as characters being made from one hundred percent 'toon material bounce back into shape even if their prides are a little dented

FUN ROOM

Gametek have taken advantage of the added Mega-CD capacity by including the Fun Room option. Here you will find in game music performed by the cast of characters, a demo of the prototype version, and even some of the new characters for the planned Brutal II sequel



Classic tile abysmal gameplay with a voluminous presentation of options and ani-

Longstanding as a game that will linger longest. The

GRAPHICS

60

▲ Wow, pretty intro sequence...but how many times do you want to watch it?
▼ The character sprites are abysmal, overwashed by a distinct lack of any fluidity.

SOUND

79

▲ Good thumps accompanied by up beat music.
▼ The fighting FX don't always coincide with the action.

PLAYABILITY

33

...delayed by at least

LASTABILITY

28

▼ Once you've watched the intro sequence twice there's nothing left to see.

VFM

40

▲ Not too badly priced with all the extra bits in the Fun Room, compared to other combat games.

OVERALL

36

of MK II and Super SF II. All presentation and absolutely no gameplay.

FIFA INTERNATIONAL SOCCER

CHAMPIONSHIP EDITION

1-4 PLAYERS

£39.99

EA SPORTS

OUT NOW

SPORT

The current trend of CD conversions seems to be gathering some serious pace with the likes of Mortal and Sensi hopping on the train. As such, FIFA was never likely to be left out in the cold, and here we have it the long-awaited silvery disc version of what some consider to be the greatest footballing console game.

Chanting the motto, 'If it's in the game, it's in the game', EA Sports have built on the success of the cart version by promising even more features covering faster gameplay, sixteen new teams, eight secret play modes, and stacks of good old FMV clips

GOOD SHOT

EA has taken full advantage of the increased Mega-CD storage and thrown in an upbeat, action packed intro. The camera sweeps into Wembley Stadium for a collision course with the main scoreboard. Just before the imminent explosion, the screen bursts into life with the greatest footballing moments in a high octane cocktail of fast edits and thumping music, all in glorious FMV.

COMMENT

There's no disguising I'm one of FIFA's greatest fans, and as such I was quite impressed with this CD version. The majority of the original is still there, and boosted to make it even more playable and the opposition are harder to beat now, but I was a tad disappointed that they haven't added more features every game has its little extras/options which I get accustomed to, and CD fans hoping for a decent number of should swap this up, unless the steering wheel has come just ready for the footy games of a lifetime.

STEVE

HIDDEN EXTRAS

No game would be complete without the hidden extras and FIFA CD more than covers this requirement. A vast array of hidden playing options are present, ranging from super kicks, that add twenty five percent to your power to crazy ball which makes the ball act like a rugby ball. If you're having problems with some of the tougher matches, call up the dream team who have never lost a match. More details of the hidden stuff in Tips in the near future.

COMMENT

I was absolutely bowled over by the arcade version of FIFA, but I was even more gobsmacked by the tweaked up CD. The graphics are faithful to the original, and the sound is a winner. Even in four-a-side indoor leagues had great impact. What did it for me, though, was the sound. The crowd reacted instantaneously to an incident on the field. Although identical to the cart in terms of gameplay, the location can be [illegible] are improved, which is a bonus, and there are several secret options and teams to discover. If you have a Mega CD and didn't buy the original, get out and buy it now!

JAMIE

[illegible]	91%
Identical to the cart with the bonus of FMV.	
[illegible]	92%
The sound reactions and cheers are the genuine article.	
[illegible]	91%
As simple and accessible as the original.	
LASTABILITY	92%
The bonus teams and hidden games will keep everyone happy.	
[illegible]	90%
If you don't have the cart, buy it.	
[illegible]	92%
The best just got better.	

1-4 PLAYERS

PRICE: TBA

BY: MINDSCAPE

RELEASE: TBA

GAME TYPE: STRATEGY

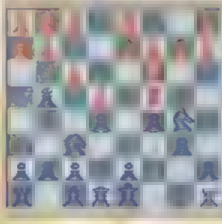
STAR WARS CHESS

A brief history of Chess Pt 1

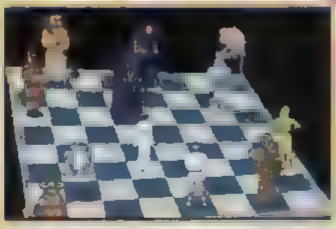
Modern Chess developed out of ancient board games from Indo-Europe, some of which had been played before Christ was born. Probably as a result of the Crusades, Chess became a fashionable pastime of the Mediaeval nobility. Since then, the game played on the 64 square chequerboard with 32 military characters has been unflaggingly popular, helped along by personalities like Kasparov, Fischer, Barbra Dickson and Elaine Paige from the popular hit musical

Someone at the Software Toolworks must have spotted the parallels with George Lucas' Star Wars saga: two sides, good and evil, big battles and thought it ripe for conversion for the first Mega-CD chess game

GOING TO PIECES



In the Imperial message parlour, C3PO makes his excuses and leaves.



Take your partners by the hand, swing 'em, make 'em...

SKILLS

GRAPHICS	65
Chess with Star Wars animations, but we're not talking Disney.	
SOUND	62
Tunes are played when in Mate and Check, plus other effects.	
PLAYABILITY	71
Chess, and not such a great version minus the gimmicks.	
LASTABILITY	62
The Star Wars element will pall within a few games	
VFM	42
We suggest a wooden board and figures, or a dedicated computer.	
OVERALL	66
Staggeringly, the only Megadrive/CD chess game, but unavoidably naff with it.	

COMMENT

GUS

For almost two seconds the Star Wars angle seems quite clever, before its true dark-ish nature transpires. Chess is chess, and whatever you may think, everyone prefers to play it on the simple board without animations for the sake of speed and clarity. The 3D perspective is really badly thought out and impossible to decipher, the battle scenes corny enough to be served as Shredded Wheat. At heart the computer plays a workable, if uninspiring game of chess, if you really care to know.

COMMENT

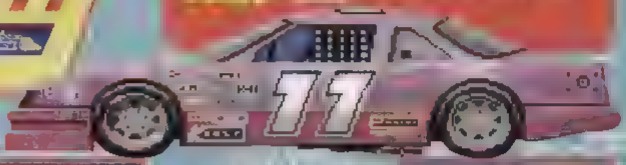
STEVE

I remember playing a game called Battlechess a few years back which used animated sprites which literally fought each other. It was quite a laugh — until you had seen every combination of moves, that is. This very same problem afflicts Star Wars Chess. The use of Star Wars heroes as pieces is novel enough, and the assorted animations are both funny and well animated. At the end of the day, though, the humour is very short-lived, leaving nothing but a fancy-looking but no frills chess game. Granted, it's the playability that counts at the end of the day, but chess is chess and that makes the licence rather pointless really...

Mario ANDRETTI RACING

SPRINT STOCK INDY

COMMENT



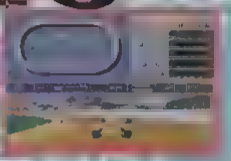
Brrrm, brrrm! Neee-ow, neee-ow! Oops, you caught me mid race of the Office Chair 1000. Ten circuits of the MEAN MACHINES track completed at gruelling speeds in excess of 5 mph. Whoosh! Watch out for that hairpin bend past Oz's and Claire's desk.

Hey, my formula 12, turbo-charged, height-adjustable chair is losing power. We'd better be pit-stop bound to take a look at the latest from Electronic Arts, Mario Andretti Racing. Billed as a racing game built on realism, with three different types of car, Andretti Racing is looking for pole position on the starting grid as the race begins.

I wish I could fly right up to the sky, but I can't, you see, I can't.

VROOM WITH A VIEW

In the same vein as other great racing games, the action can be viewed from a variety of locations. The full view includes sky, whereas the split screen offers track layouts and the boot-cam to keep tabs on the enemy.



ANDRETTI SPAGHETTI

Andretti has specialised in all fields of driving excellence. You too can follow in his footsteps by racing in his three favourite styles. Indy, Stock, and Sprint. Each style has five tracks, and varied driving skills are essential. From the million dollar hi-tec of the Indy to the dirt sliding of the Sprint, the fuel efficiency is high octane.

COMMENT

GRAPHICS	55
Repetitive and poorly animated with collision detection from hell.	
SOUND	48
Brooom, brooom, skiiiid, smaaash! That's about it.	
PLAYABILITY	37
The words fun and excitement are sorely lacking from this cart.	
LASTABILITY	29
The options are numerous but of no great value.	
VFM	30
Pant! Keep saving for Virtua, it's worth it!	
OVERALL	33
A sub-standard product for lots of cash, do not buy it at any cost.	

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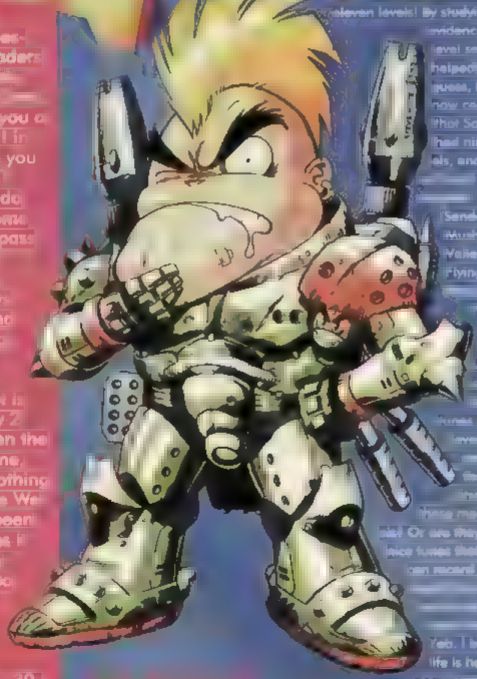
MEAN YOB



It's not often YOB gets reflective, but the other night I had just finished going under the rim with the Domestos and the question came to me. It was just like a voice in my head. 'Why?', I thought. Su Pollard — Why? The ITV Movie Awards — Why? All these questions that you, readers, never bother to ask.

EMAP let me call you a bunch of w$%ers in this column when you know that's what I think of you? We do we put up with some of the drags that pass themselves off as games reviewers, when their reviews read like Janet and John books (along with that funny spelling: Jungal book is 2 easy but is grate fun: ninetay 2 per sent). And then the answer came to me, like a calming soothing back rub: because We Must. If this has been as good for you as it has for me let me know, by writing to I'M A WACKY WELLINGTON WEARER MAIL-BAG, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Send money as well!

Dear Yob

I have a few questions to make about Sonic 3 (sneak, hem-hem) maybe it, I can't help but think that you'll not listen to me and just insult me instead. Nonetheless, I shall proceed. Why has Sonic 3 only got 6 levels? This would be fine if there were three acts in each like Sonic 1 but, no, only two acts — when Sonic 2 had seven levels! By studying the evidence (the level select helped) and guess, I can now conclude that Sonic 3 had nine levels, and three [illegible] Sandopolis, Mushroom Valley, and Flying [illegible] Why this? Also some of [illegible] times in the level select [illegible] the game itself. Are there more levels? Or are they just nice tunes that you can record onto a [illegible] Yes, I bet you're life is hell having a name like that (snigger). Mind you it's not having a surname like mine. Again now you will make fun of my surname!

Stuart Joe, Woolhampton, Berks.

YOB:Yes, Sonic 3 has less levels, but they are considerably bigger than those of his previous adventures. As for the extra tunes, that's because not everything the coders plan goes into the final game. See, not an insult to be seen, you minus-sucking pet-worrier. Oops...

Dear Yob

This is your Mother here. Will you be home for dinner? I've cooked your favourite, sausages and Alphabites, and for afters I've made some Angel Delight. I hope you are feeling well. I've made your bed and Teddy can't wait for you to come home. Today I bought you a Captain Scarlet jumper to keep the chill from your chest when winter comes around. As I've always said, please give up your job at MEAN MACHINES SEGA, it's just not suitable. Why don't you work for something nice like the Beano or Dandy? Oh, and while I remember, why did you wet the bed last night and not tell me?

Bad Yob!

Mummy

YOB:Ah Mother, thanks for the letter. I'm pleased to say that your pills have arrived, and I've managed to get you into that nice old people's home at Cromwell Road. I've got wheels on your slimmer so help you cross the busy motorway more easily, and I enclose a firework to stick up your cranky for a little extra boost. Now sod off and keep your dogs you old crone, so I can spend the inheritance. I found on top of the wardrobe. Luv Yob.

Dear King Yob

I am engrossed in Yobland. I love your vein and egotistical replies which gracefully take the rip out of perfectly cute and innocent let-

like to say that people like myself do find the yobbest one funny and my house is full of laughter chuckling, and guffawing when I perceive these excellent pages. So perhaps Mrs Neurosis should have thought before she wrote such a load of rubbish. Please don't take any notice of people whose numbers of brain cells don't even reach double figures.
Matty Wyard, Nottingham

made with you as the hero. Sonic would be kidnapped by Nintendo (boo) and Yob will go to his rescue. He would kill enemies by yelling replies to snail letters. The special attack would be a mega-shave. Please send me your autograph as I am your biggest fan. Keep up the good work and ask for a pay rise.
Christopher Stewart, Glasgow

Dear Yob!
Would you please tell me if my Megadrive game are [illegible] Kicker, who is a past... says they are rub... Also are my games Toejam and ...ert 2, Sensi Soccer, World Cup... Diego, Monaco GP, ... Golden Axe, Streets of Rage, Revenge of Shinobi, Mercs, Kuntzur, Alien Storm, Super Thunderblade, and Mario Lemieux Hockey. Tell him that he's a fellow crap as usual. You are totally ace Yob. You should have your own magazine called MEAN MACHINES SEGA Yob. You would kill all the other magazines. You should have a game

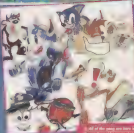
Yours, from Christmas Yard of Entertainment

...ello there for Beastie, as Belle digs her fellow MMS. Thanks to Sarah Louise for this offering.

...ears. And I love those very appropriate titles you give to the letters like 'Chocolate Factory' and 'Almond Slice'. They make me really laugh. I was wondering if there is a Yob Club that I could join. I wish people wouldn't keep writing against you when they only know you're the best thing since cabinets with wheels.
I agree that you don't get much fan-mail, so I'm hoping to start a trend here. I love your spandex hair and your shiny tartan fashion. In fact I'm getting mine done like yours. Oh, I could go on forever, but I won't. I hope you insult me so that I can feed my masochistic tendencies.
Damon Yawn, Leeds.

be a fellow [illegible]

Dear Yob!
After reading the letter in the July issue of MEAN MACHINES SEGA from a "worried mother", Mrs P. Kynaston, I felt I had to write to you. This sad, neurotic woman fails to see that she doesn't have to buy or even read the magazine, therefore avoiding your "foul-mouthed tirades". I would



All of the gang are here in Steven Reynolds' group shot.

Dear Yob!

You make me sick, you pathetic excuse for a smelly, burned, turd-stained piece of rectum pubic hair. I can't stand you, you smelly baboon's fart with a bad case of anal halitosis. You smelly, sweaty, left testicle that has gone unwashed since the day it dropped. You incompetent, walking, vomit-stained, flea ridden carpet of a hideous failure in life whose only sin was to have led such a bogus childhood, being laughed at by one and all for being such a sad, shambling, [illegible] mockery. You're a disgrace to mankind, you [illegible], rancid, ugly, no-style, [illegible] King of pubic. You cretinous, puerile, half-baked, armpit features, burst appendix face. You brainless, [illegible] gimboid. I bet you smell worse than a skunk with terminal flatulence, you stupid git. You incompetent, sadistic letter-answerer whose feeble replies could be bettered by Mr Blobby. Your grasp of the English language is equal to that of a Japanese translator. You elderly piece of hippo cack that has been basking in the sun for too long. What the hell do you get out of insulting poor defenceless ten-year-olds? Does it give you some sort of sadomasochistic pleasure?

Well, try insulting me you stupid prat. You're the biggest pillock on the planet, you disgraceful, abysmally-minded, dog-breathed urinal [illegible]. How well are you educated? You know it's sometimes alright to be constructive, although you don't have to be nice [illegible] you don't have the grey matter to understand compliments. I do agree with one thing though, Margaret Shelly is a pea-brained troule. By the way, did you know that your name is an anagram of Boy [illegible]? Expect another letter Yob! — I'll be back!

Darren Ellis (The Insultinator), Wrexham.

[illegible]

Dear Yob!

I gave this letter to my Dad to post in London as he's going there soon to attend a conference. I'm an Australian, I was born here, I live here and like it. I'd like to know a lot more about Britain because I was too young to remember it when I first visited. Do you know that it takes two months for MEAN MACHINES to arrive here? Anyhow I have some questions:

1. How come you are never satisfied with a game's difficulty? You always complain that the game is too easy or too hard. It doesn't matter if a game's too easy, it can still be more fun than a difficult game. As they say a fantastic short journey can be better than a long tedious one.

2. Do you get the absolutely fabulous magazine, Hyper, in England?

3. In your review of Gauntlet 4, Rich said that it was a great team game. Bullshit! Whenever I play with my friends all we do is fight. My friends always nick the potions.

4. Why do the English use the word 'bint'?

5. How much do those cool Kinder Surprise eggs cost?

6. My British friend said that you can get better things than Kinder Surprises called Tamiasias, is this true?

Andrew Casey, ACT, Australia.

[illegible]

"[illegible] Baraka, or not to Baraka?" Is that Andrew Savage's question?

Right, that's very [illegible]. I dare say I'll return next month, so try to be a bit more interesting next time.

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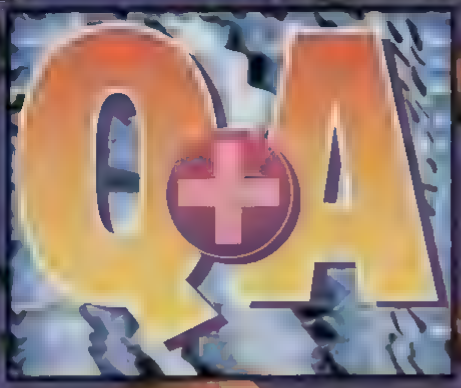
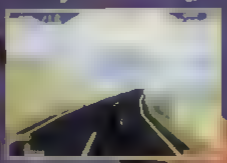


Many have marvelled at the wonders of modern technology. The Saturn is wowing Sega owners as much as the wave of DAT cassette decks wows the music press. However, in these times of change, one thing has remained constant: Walls' Zoom lolly. What a feat of engineering the Zoom is. Just how do they get the custardy bit to stick to the delicious red ice beneath? Even Steve doesn't know the answer to that one, but when it comes to Sega stuff he's the cat's winnets. Put him to the test by putting your worries on paper and send them to:

SITTING ON THE GRASS AND GETTING CRISS-CROSS MARKS ON YOUR BUM Q&A,
MEAN MACHINES SEGA,
Priory Court,
30-32 Farringdon Lane,
London.
EC1R 3AU

CHRIS

Dear Steve
Could you please answer your vast amount of knowledge answers to some questions for me.
1. I am going to America and I want to buy some games for my Megadrive. Will I be able to play these games on my British Megadrive without a converter?
2. There is a brilliant football management game on the Amiga called Premier Manager. Do you know of any plans to convert this game or any other version of it to the Megadrive?
3. In your opinion what is the worst football game ever released on the Megadrive?
4. What do you think is the worst motor racing game on the Megadrive?
5. How good is Virtua Racing,



and how good does Micro Machines 2 look?
6. How much do Megadrive games actually cost to make?
Henry [illegible], Barry.

STEVE:1. Older games, probably; more recent releases, no. 2. Imagineer have now shelved plans for Premier Manager, so I'm afraid not. 3. Pele. Without a doubt. 4. I remember really detesting Test Drive II. 5. Very good, and extremely promising. 6. It varies, depending on whether the game's licensed, the number being made, etc. The base figure is in the region of £50,000 for an original product.

PILOT U...

Dear Steve
I'll cut the crap and not say anything like 'your mag's the best' and leave that to the two-bit fools who trouble your trousers. Now down to the point(s)
1. Via the Megadrive 32, will the Mega-CD be able to play CD videos?
2. Do you think the 32X and Jaguar will succeed?
3. Will the Saturn need its own joypads, or will the Megadrive's do?
4. Do you read (much) every letter you receive?
5. When will Monkey Island CD be officially released?
Chris Loveless.

STEVE:1. Not as we understand it. It will, however, feature video-quality FMV — which is must better if you have one, and will make the Mega-CD's FMV look even worse than it is. 2. The 32X probably won't, and the Jaguar's lifespan is limited unless the software improves. 3. Its own. 4. Pretty much, yeah. The really banal ones are best ignored. 5. Virgin have now tied up Lucasarts, so it should appear soon.

◀ Micro Machines 2 looks like a very good game indeed.

MICHAEL

Dear Steve
I am writing to see if you know where, or how I could get a copy of Beavis and Butthead for Megadrive on American import. I need an address so I can order a copy. Also, will I need a converter to play the game?
Robert Lee, Hull.

STEVE:It's not out in the US yet. It's out September time, and you'll need a converter.

OUT OF BARKLEY

Dear Steve
Please could you answer these five questions for me.
1. Is it worth buying Barkley Shut Up and Jam for the Megadrive if I've already got NBA Jam?
2. Why do Electronic Arts put yellow boxes on their games?
3. Will there be any more sports

Soccer on the Megadrive?
4. What is the best racing game on the Megadrive, besides Virtua Racing?

16 people working on MMS, but now you only have 11? *Sion Bonett, Cardiff.*

STEVE:1. Not without a hell of a lot of work. Even then, it's a... 2. My fave plat-formers are Sunset Driving, Headdy, and Rocket Knight Adventures. 3. Subterranea, Mega Turrican, Robo Vs Terminator, Biohazard, Cyberg Justice. In time for Christmas. 4. There's none to see yet. We haven't shared staff writers with NMS anymore, that's why.

James Tellett, Reading, Berks.

STEVE:1. Nope. 2. It's a marketing/ branding thang. 3. There's an International version out about now, but only the teams have changed. 4. Micro Machines.

SLICE

Dear Steve

...am about the upgrade to a Megadrive so I've thought these questions...

1. Will an Amstrad CTM... colour monitor work on a Megadrive?

2. What are the best platformers and shoot 'em ups on the Megadrive?

3. Can you list these from best to worst: Biohazard Battle, Subterrania, Atomic Runner, Mega Turrican, Robocop Vs Terminator, Cyberg Justice.

4. When is Theme Park coming out?

5. Is Sim City for... and

6. How come you use...

Streetfighter 2 have the Turbo Edition features? Namely, the... move energy bars at the bottom of the screen and the... new character...

4. Is the Pirates of Dark... getting a European release... is it any good?

Jason Jorman, Brighton.

STEVE:1. Sadly, EA have scrapped it. A real pity, as it was looking stunning. 2. I'm with you on that one. 3. Yep, the Turbo mode has been hidden away in a special cheat-form. 4. Yes, Sunsoft will have it out... time for an October release. See our review for the full story (hello, another come to cliche corner...)

FACE

Dear Steve

Please answer my questions 'cus I love your mag.

1. Is it true that Sega have started work on Streets of Rage 4?

2. Is there any firm information, like screen shots?

3. Is there any news on Eternal Champions 2?

...Shrewsbury.

STEVE:1. Yup, the Japanese... version is on it now. 2. Not yet. 3. We have an enhanced Megadrive version with six new characters is on the cards.

SCALES

Dear Steve

Please could you answer my questions.

1. Are EA going to bring out a Premier League Soccer game for the Megadrive?

2. Are there going to be any Cricket games on the Megadrive?

3. Is the Super NES version of FIFA better than the Megadrive's?

4. Which version do you prefer?

Chris Moore, Chelmsford, Essex.

STEVE:1. Nope. 2. Nope. Thank goodness. 3. Slightly, yes. 4. I hate to say it, but I prefer the Super NES version. Mainly because it's more controllable.

FINGERS

Dear Steve

Please put your brain to good use and answer my questions.

1. What is the favourite game in the office at the moment?

2. Which shoot 'em up do you think I should buy out of the following: Subterrania, Gunstar Heroes, Jungle Strike, ore Urban Strike (when it's released)?

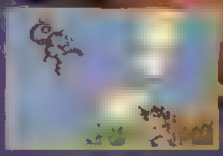
3. Are there any plans for the following: Sonic 4, Mutant League PGA, Ecco 2, Sonic Spinball 2, and Gunstar Heroes 2?

4. How highly do you rate Domark's F1?

5. Are either Jimmy White's Whirlwind Snooker or Micro Machines 2 worth getting?

Steven Lawson, Port Seton, Scotland.

STEVE:1. Mortal Kombat 2. 2. Gunstar Heroes. 3. Yes, no (but what a great idea), yes, yes, and yes. 4. Very highly. 5. Both are looking very good.



Actually, thinking about it, I reckon Walls use glue. Yes, that's it: a special custard based glue. See you next month.

a barrage of statistix

This Index is the key to a wealth of information. Firstly, some raw data: MEAN MACHINES SEGA reviewed 112 Megadrive titles and 32 Mega-CD titles between issues 11 and 22. Out of those Megadrive carts, only 25 were import titles; as were 9 of the Mega-CD [illegible]. The idea that there's a huge pile of foreign [illegible] released. As is shown later, the quality is [illegible] than official releases.

Our next finding is that MEAN MACHINES SEGA devotes around 6.6 pages of coverage a month to Mega-CD games reviews and a [illegible] 24 pages to Megadrive reviews. However, this is an average of the last year, and the peak issues of last autumn hide the general slowdown in Megadrive releases.

[illegible] ings may give some cause for alarm. Of the [illegible] Megadrive games (17%) scored 90% or above, [illegible] (28.25%) scored between 80 and 90 [illegible] Overall, a rather fairly or highly recommended. But look at this as a trend and you see a marked decline in games scoring over 80%, as a percentage of the games reviewed in the issue. Actually, quality peaked in issue 11, with 78% of games reviewed passing the 80% threshold. This highwater mark declines in percentage terms with the big Christmas issue, but the actual amount of games scoring highly stays pretty constant. In 1994, we see the tally recover slightly, then crash away to almost nothing. Quality alert!

It can be partly explained away by comparing [illegible] releases for Christmas. But that can't [illegible] now. It's a sad story for the Mega-CD. [illegible] about software quality, we find a higher percentage of [illegible] an 80% score over 70%. [illegible] story is even better, with 6 out of 8 CD games in the last three issues scoring 75% or over.

Mostly the Index is for your own personal convenience. Many of the [illegible] were well scored. Use Monthly reviewed at rears or leading [illegible] in budget ratings. The Index will help you locate them in back issues, for which there is a phone order number on the Editorial page. Happy hunting!

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[illegible]

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Subterrania	19	60 3	91
Super Baseball 2020	12	92-3	77
T2 Judgement Day	15	120	15
Teenage Mutant Ninja Turtles Tournament Fighters	14	112-4	79
ToeJam and Earl	15	28-32	91
Ultimate Soccer	11	78-80	79
Virtua Racing	19	48-52	90
Wimbledon	12	72-3	72
Winter Olympics	16	96-8	73
Wiz n Liz	12	64-6	85
World Cup USA	21	60-1	67
WWF Royal Rumble	14	84-6	85
Virtual Pinball	14	116-7	57
Zombies	13	70-3	92

MEGA-CD:

	ISSUE	PAGES	OVERALL
Battlecorps	22	60-3	92
Chuck Rock Son of Chuck	16	92-4	89
Double Switch	17	76-9	89
Dracula Unleashed	18	70-1	87
Dragon's Lair	17	80-3	67
Dune	14	86-8	82
Ecco	11	86-8	96
Ground Zero Texas	17	72-4	84
Joe Montana's NFL Football	15	100-2	74
Jurassic Park	19	66-8	73
Keio Flying Squadron	13	60-2	90
Laughing Salesman	20	72-3	29
Lunar The Silver Star	17	50-2	86
Mansion of the HiddenSouls	18	54-6	75
Microcosm	16	80-1	60
Monkey Island	16	66-9	90
Mortal Kombat	20	74-5	80
My Paint	22	76-7	53
NFL's Greatest	19	82	5
Night Striker	11	56-7	9
Powermonger	19	54-6	74
Puggsy	15	86-7	90
R se of the Dragon	20	66-7	89
Sensible Soccer	21	78	90
Sher ock Holmes Vol 2	11	68-9	87
Silpheed	12	48-51	90
Sonic CD	13	76-8	83
Spidermon Vs The Kingpin	14	106 108	87
Third World War	20	70-1	85
Thunder Hawk	13	42-5	84
Tom Cat Alley	21	76-7	75
WWF Rage in the Cage	16	86-8	87

MASTER SYSTEM:

TITLE	ISSUE	PAGES	OVERALL
Aladdin	18	90-2	74
Battlemaniacs	20	78	54
Buggy Run	16	90	55
Cool Spot	14	100	82
Deep Duck Trouble	16	84-5	82
Desert Speed Trap	15	116	79
Desert Strike	14	104-5	92
Dr Robotnic's Mean Bean Machine	19	80	87
Ecco	21	79	92
Flash	12	82 3	84
Jungle Book	18	124-5	88
Masters of Combat	15	76-7	90
Micro Machines	17	96-7	93
PGA Tour Golf	13	86-7	88
Powerstrike II	12	76-7	92
Road Rash	17	64-5	88
Robocop Vs Terminator	15	84-5	89
Sonic Chaos	14	98-9	71
Streets of Rage II	17	92-3	85
Super Off-Road	12	90-1	82
Ultimate Soccer	22	72-3	42

GAME GEAR:

TITLE	ISSUE	PAGES	OVERALL
Battletoads	19	78-9	89
Chuck Rock 2	12	52	84
CJ Elephant Fugitive	18	72	53
Dragon	21	70-1	80
Dropzone	21	62	90
Ecco	13	96	88
Gear Works	17	66	71
Jurassic Park	14	54	35
Micro Machines	13	94 5	94
NBA Jam	18	84-5	76
Ren and Stimpy	19	74-5	65
Sensible Soccer	17	67	90

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GOTCHA!

Magazine impressario and wild animal of the games' kingdon, Blaze Paisley, was being held by police last night after making a complete berk of himself. It is not the first time Blaze (actually Marquis Paisley of Strathtosser) has been in trouble with the law. Previous indictments are for having a goatee beard likely to cause a breach of the peace, wearing a bandanna without insurance, and being a knob-end. Crusading Paisley last night claimed his devout followers would buy his mag as a protest at the miscarriage of justice. Blaze Paisley's IQ is 46.

SOCIETY MARRIAGE ON ROCKS

Magazine editor Steve Merrett's marraige to supermodel Elle Macpherson was in tatters last night, when it transpired they are not actually married at all. In fact, their relationship had been one long dream sequence, much like Bobby Ewing's in Dallas, some years ago. "When I found out is was all over, and Elle had never really loved me at all, I was shattered," sobbed Steve, offering one explanation for the pile of tissues by his bed. Elle was unavailable for comment. Steve Merrett is 33. At least.

FUN SPOT

A woman was killed by a large pile of oranges, somewhere in Europe. Isn't that funny!

FUN SPOT

Dina Noble of Northants is marrying Peter Rea of Leeds. So she'll be Dina Rea, which sounds a bit rude! Isn't that funny!

NEWSAGENTS AWAIT RUSH

By A. Tabloid-Hack.

Newsagents across the nation expressed concern over the likelihood of stampedes accompanying the next issue of MEAN MACHINES SEGA, due out on the 30th July. Mrs Augustus Piddleton, spokesman for Pendlebury Newsagents and Confectioners Association said: "There's two million Megadrive owners out there, and only a few hundred thousand mags. Someone is bound to be disappointed". Piddleton expressed concern that the mag was going to be so desirable, with reviews of Tiny Toons Sports and Bubsy II and previews of Jelly Boy and Clay Fighter amongst others. He advised shoppers to wear shin pads and not bring prams or small children, but still expected someone to have a damage done to them.

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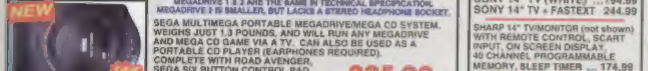

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